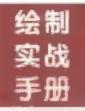


+ 武器1000例























































































超级复型

第具+武器1000例



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内容提要

本书是一本关于动漫作品中武器道具绘制的参考手册。全书分为 6 个部分,包含 1000 多幅道具及武器的绘制参考图。第 1 部分包含 296 幅日常用品的绘制参考图,第 2 部分包含 116 幅装扮性物品的绘制参考图,第 3 部分包含 170 幅工具的绘制参考图,第 4 部分包含 315 幅武器的绘制参考图,第 5 部分包含 67 幅交通工具的绘制参考图,第 6 部分包含 110 幅建筑设施的绘制参考图。可以说,本书既是一本学习道具及武器绘画的参考手册,也是一本非常适合学习漫画的实战手册。

本书细节丰富,案例效果精美、适合初、中级动漫爱好者作为自学用书、也适合相关动漫专业作为培训教材或教学参考用书。

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Page-005 日常用品篇

Page-006 用品绘制技法

Page-009 厨房餐厅物品

Page-021 办公学习物品

Page-032 家用电器

Page-045 娱乐用品

Page-056 家具

Page-066 儿童玩具



Page-071 装扮物品篇

Page-072 装扮物品绘制技法

Page-073 练一练

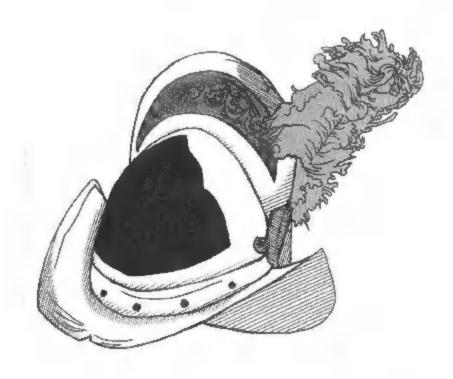
Page-075 帽子

Page-085 鞋

Page-091 包

Page-098 手表

Page-102 眼镜



Page-103 工具篇

Page-104 工具绘制技法

Page-105 练一练

Page-107 电动工具

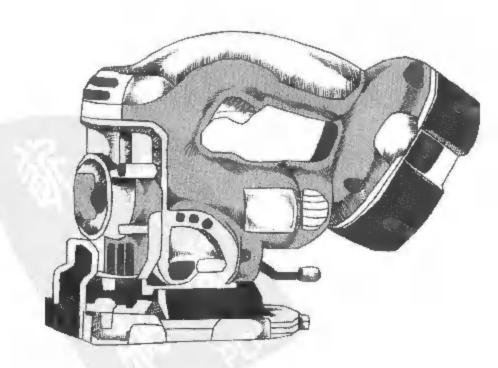
Page-111 手动工具

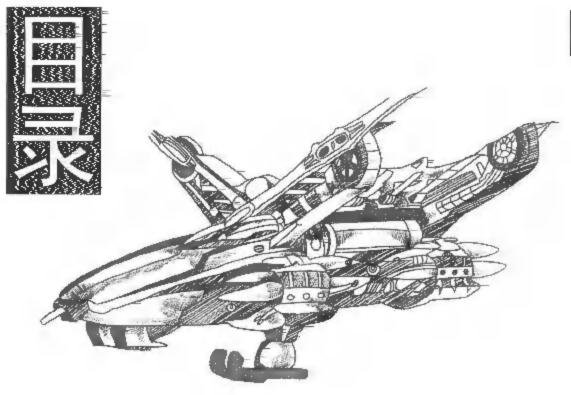
Page-122 职业工具

Page-132 消防工具

Page-134 机械工具

Page-138 Q版工具车





Page-145 武器篇

Page=146 武器绘制技法

Page-147 练一练

Page-149 刀剑

Page-190 枪械

Page--207 投掷类武器

Page-208 战车拆分

Page-211 战车

Page-216 幻想战车

Page-223 战机

Page-234 战舰

Page-236 古代重型武器



Page-246 交通工具绘制技法

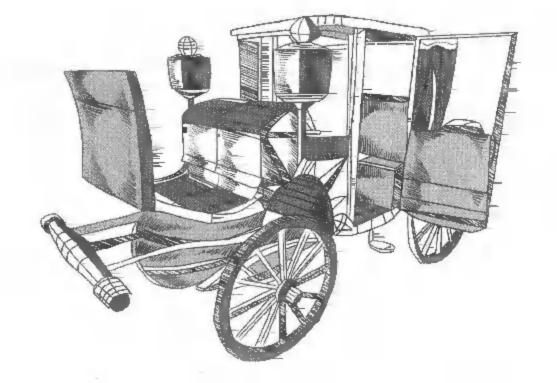
Page-247 练一练

Page-249 古代交通工具

Page-253 现代交通工具

Page-259 未来交通工具

Page-27年 Q版交通工具



Page-274 建筑设施篇

Page-275 建筑设施绘制技法

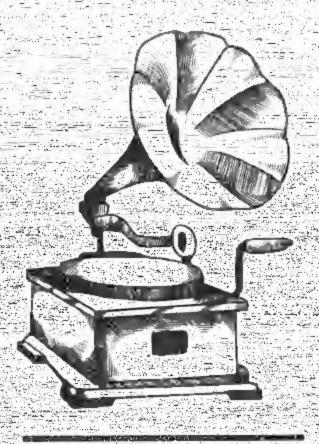
Page-276 练一练

Page-278 城镇设施

Page-283 古典设施

Page-288 幻想设施

Page-309 Q版设施



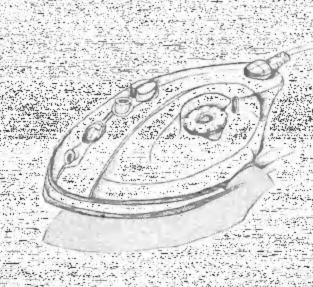
目常用品篇 **Articles**

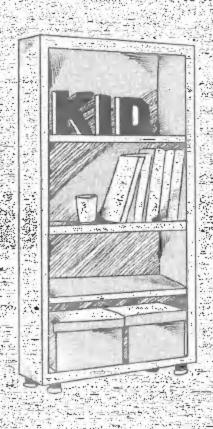
本章简介

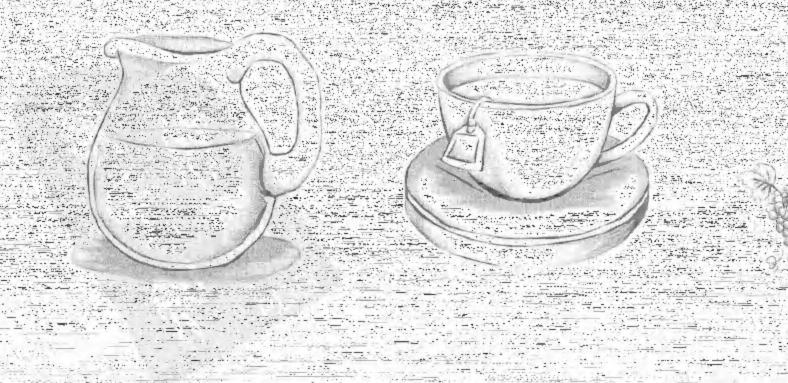
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范例作品编号: N0001-N0296

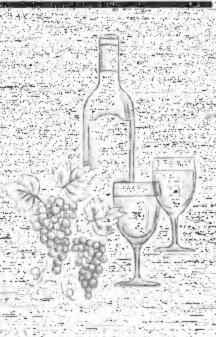
内容要点:日用品又名生活用品 是普通人日常使用的物 品。包括家庭用品、家 居食物、家庭用具及家 庭电器等。在日常绘画 中画面里或多或少会出 现这些用品,我们将此 类用品集中供读者参考 使用.









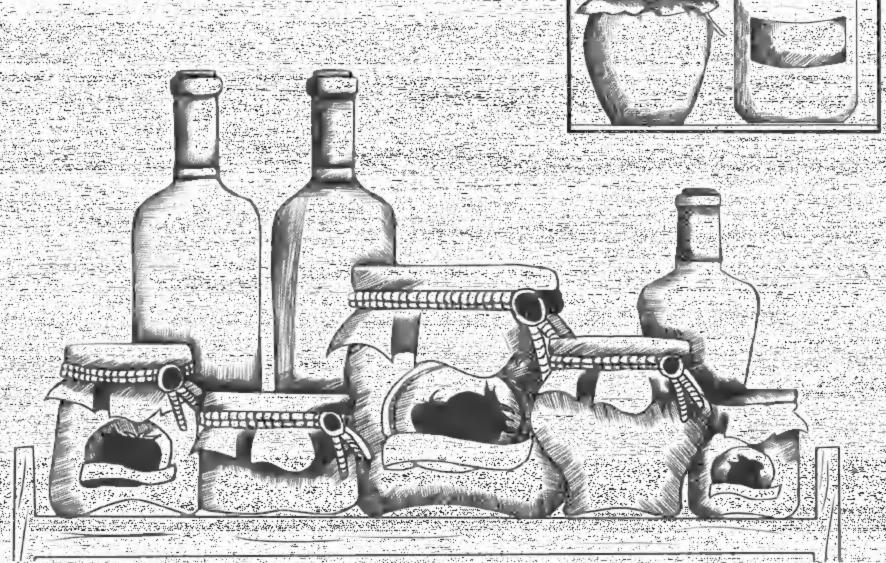


用品绘制技法

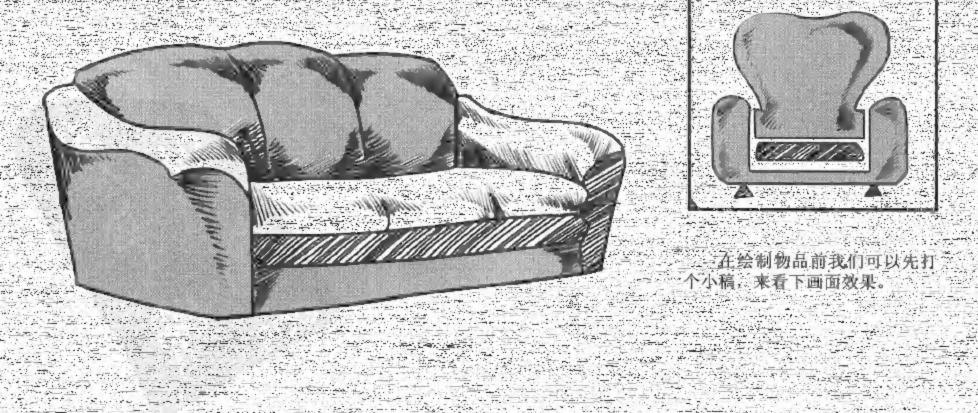
用品的种类繁多,有以组合方式出现的,也有以单品方式出现的。

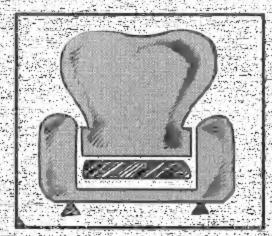
此外绘画的表现方式也是多种多样的,我们在绘制组合物品时,要抓住用品的组合特征、构图特点及透视 关系等绘画要点进行描绘,另外在表现光影时要达到相互统一。

每个用品都有其自己的特征,切忌不要因为物品量多而忽视 其中的一个。____

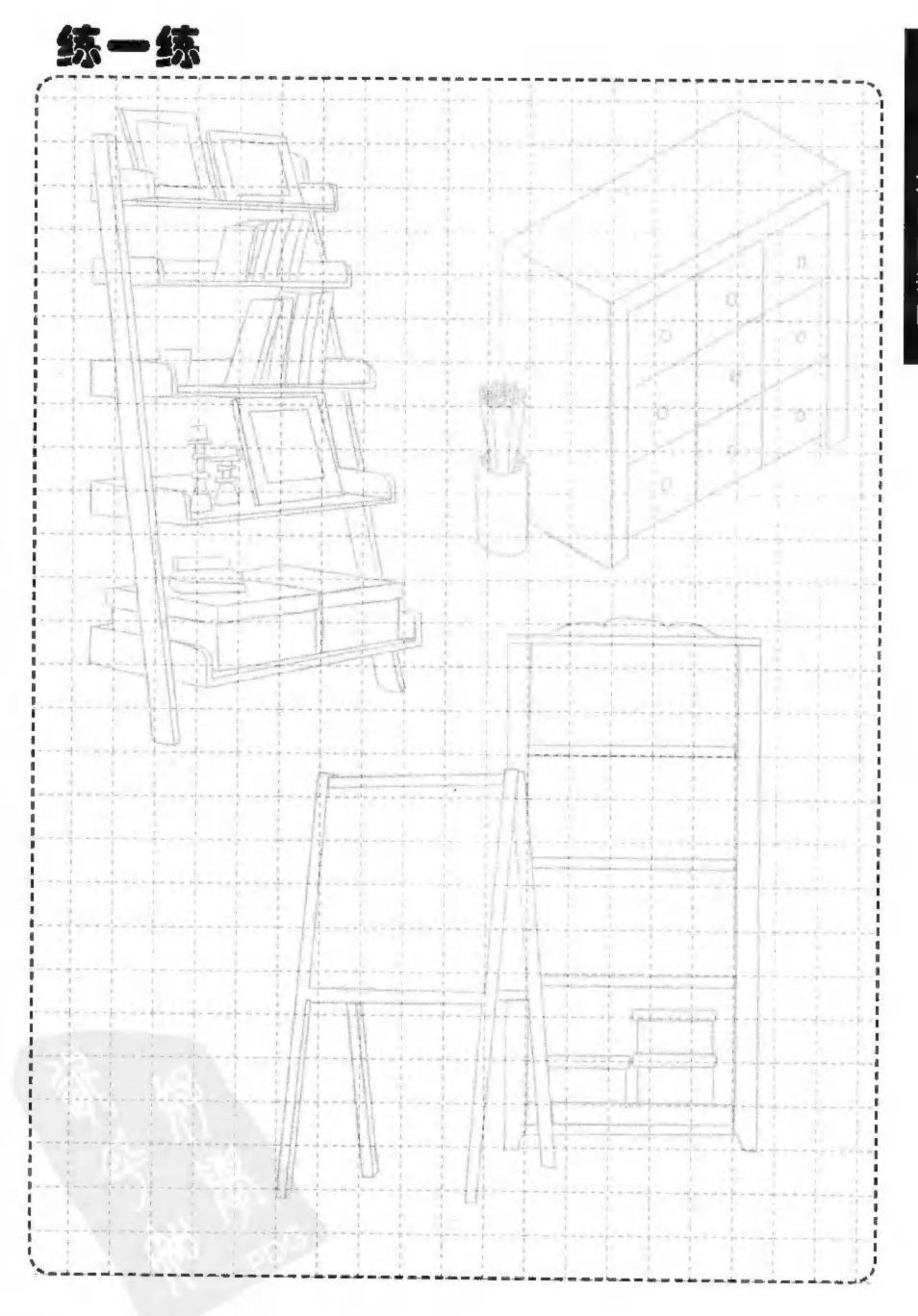


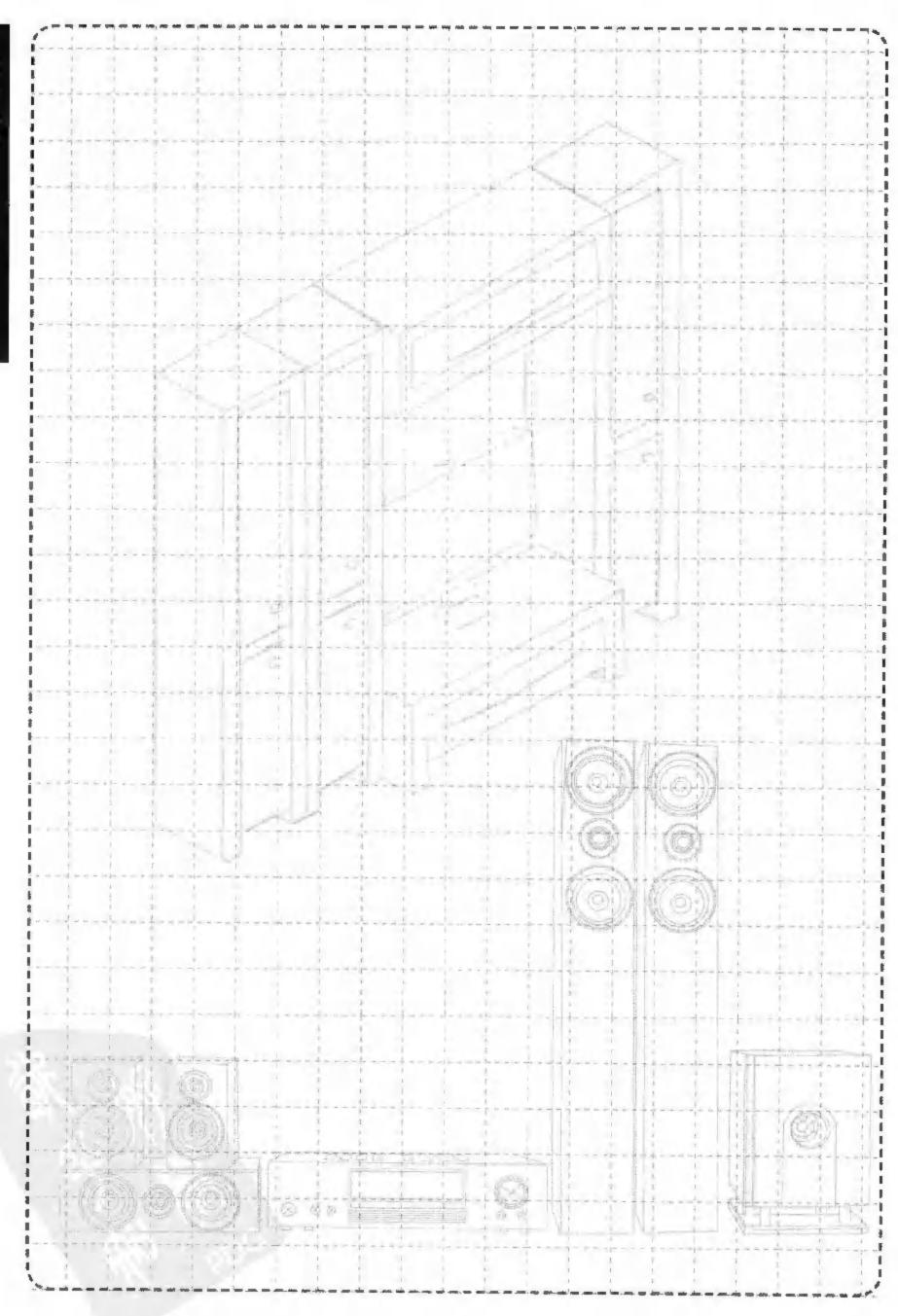
要想绘制出好的家庭常用物品,在日常生活中我们要多观察,多描绘,绘制时注意抓住每个物品的外形特征及 质感表现。





-- 在绘制物品前我们可以先打 个小稿,来看下画面效果。

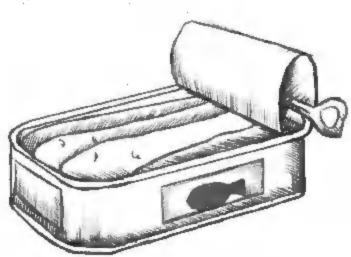




厨房餐厅物品

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范例作品编号: N0001-N0053



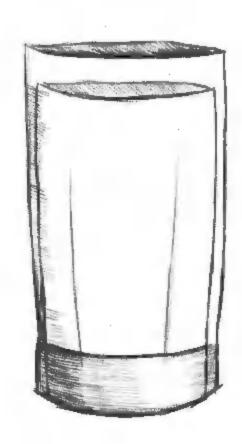
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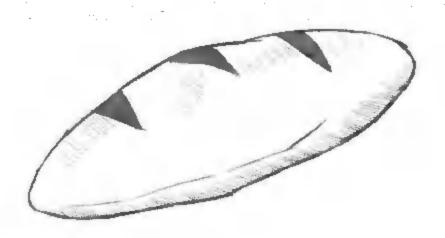
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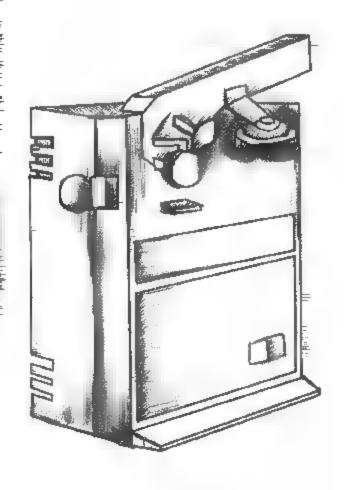
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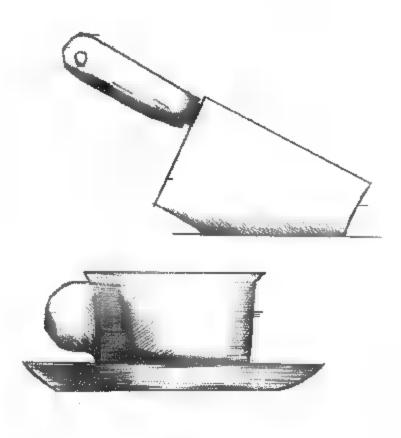


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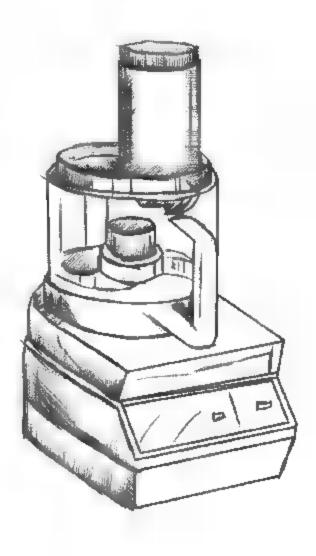




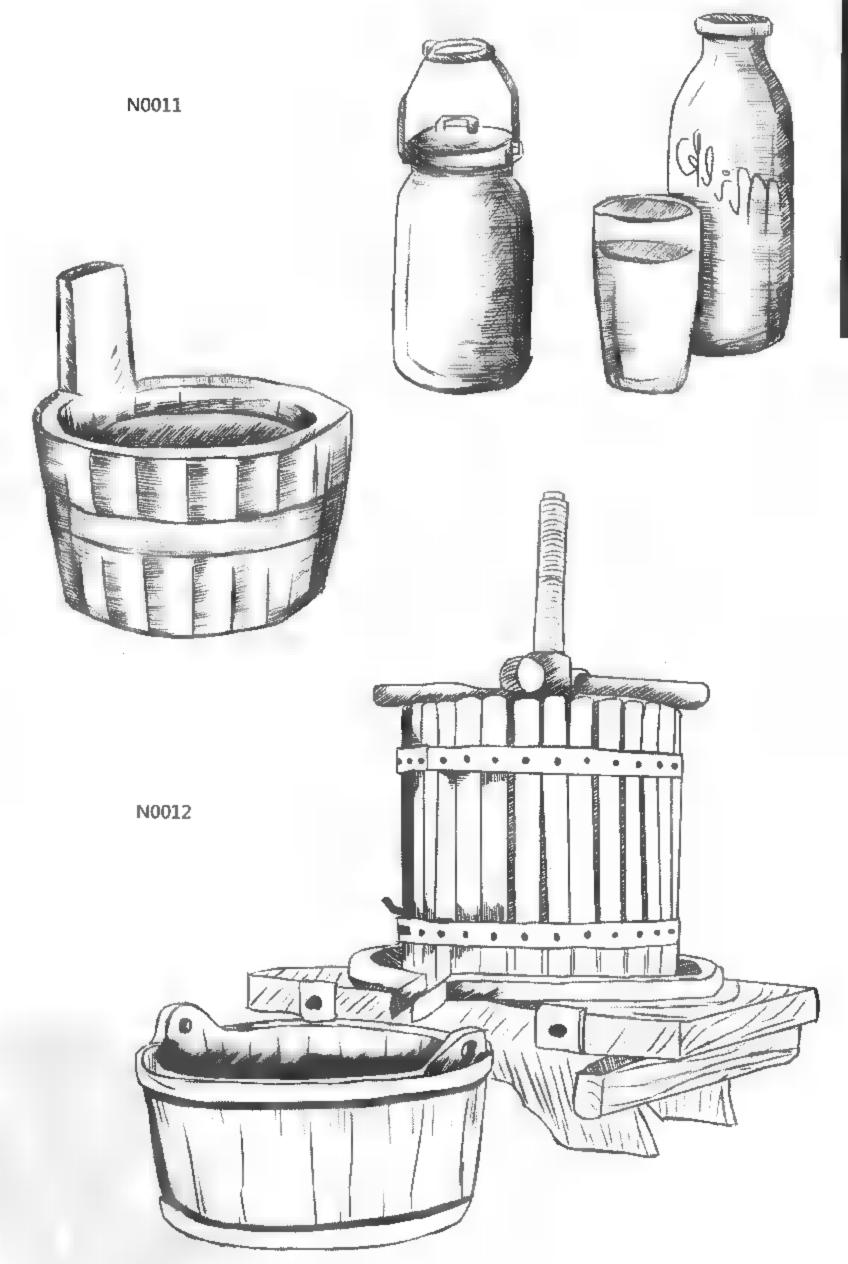
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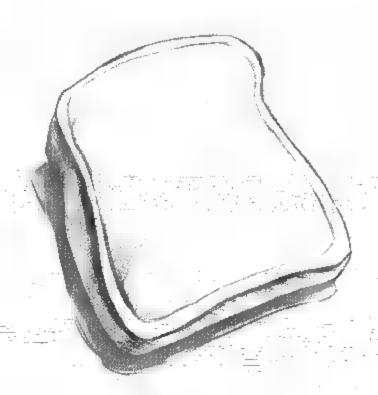
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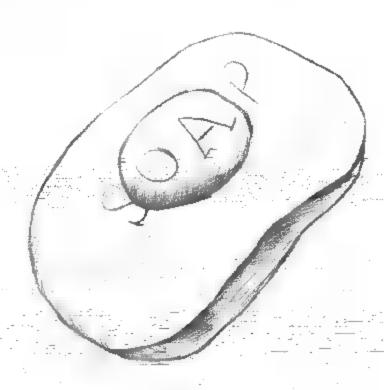




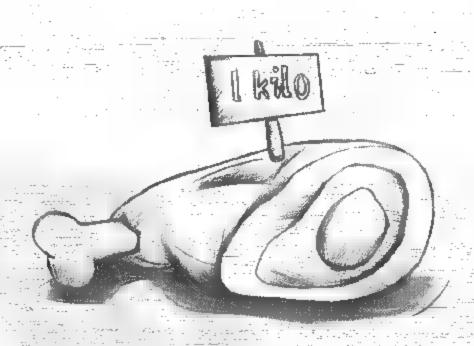
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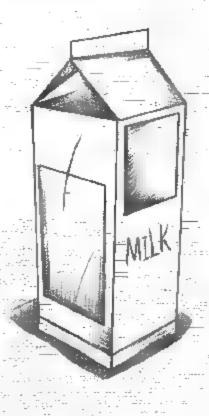
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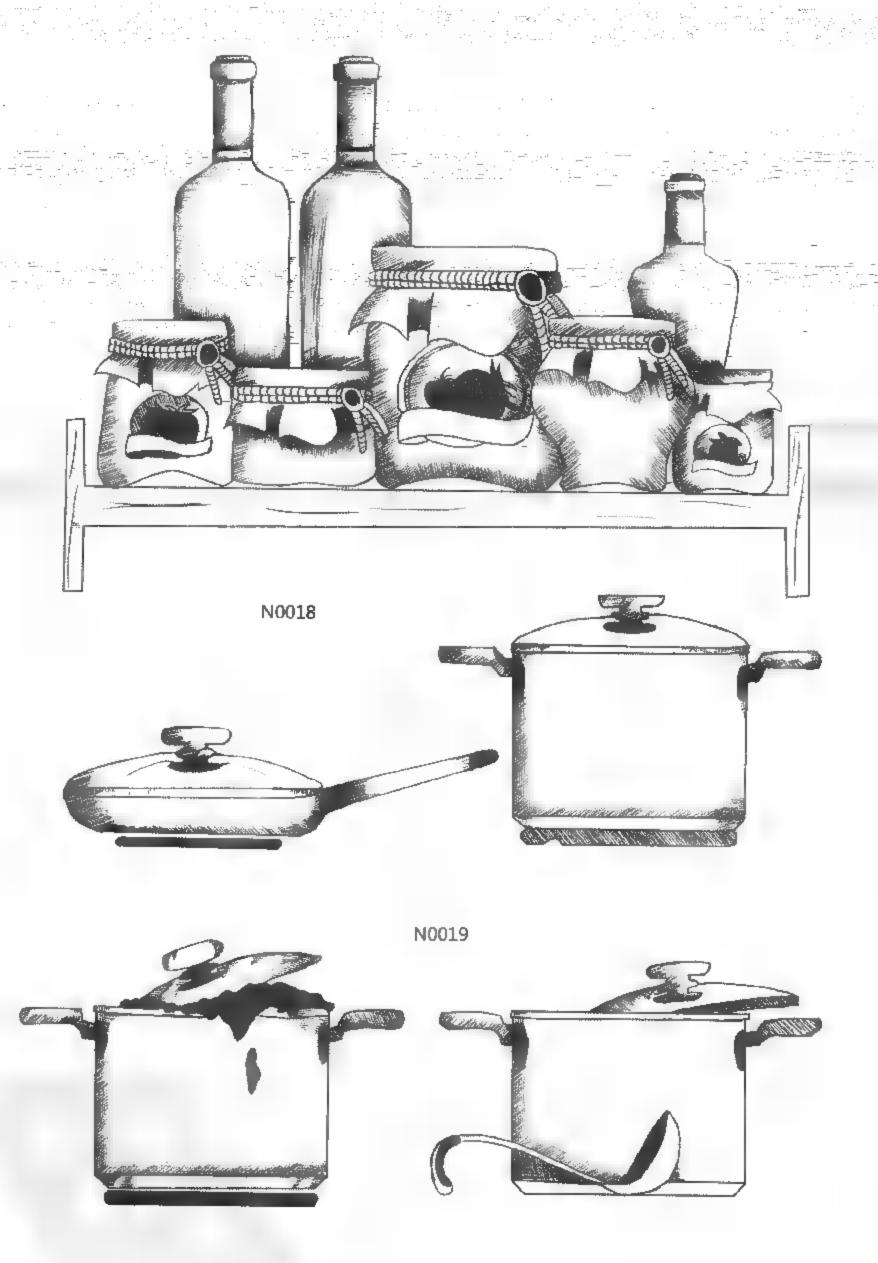
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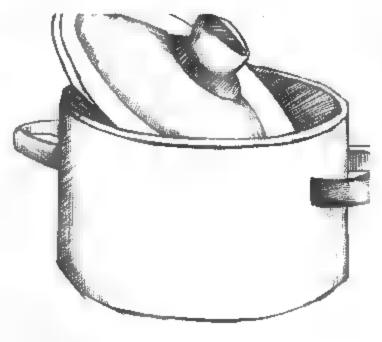


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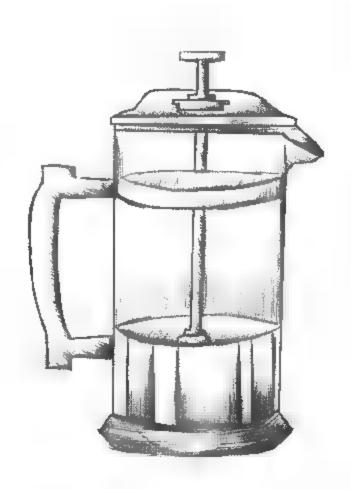


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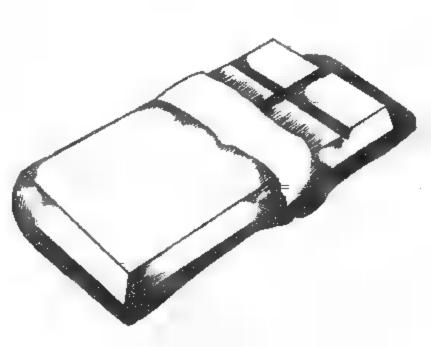


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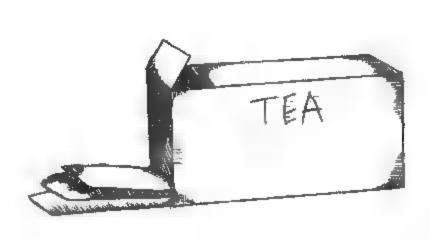
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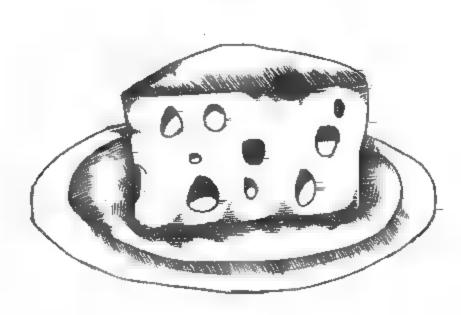




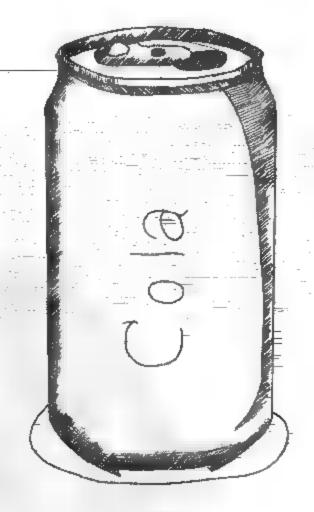
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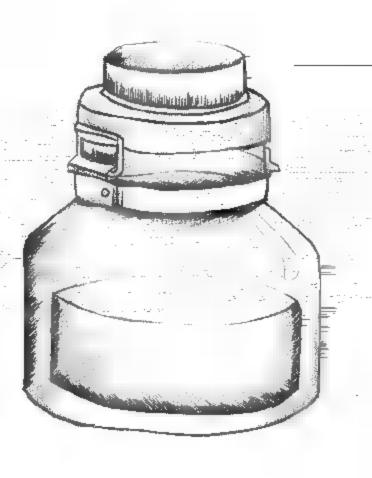
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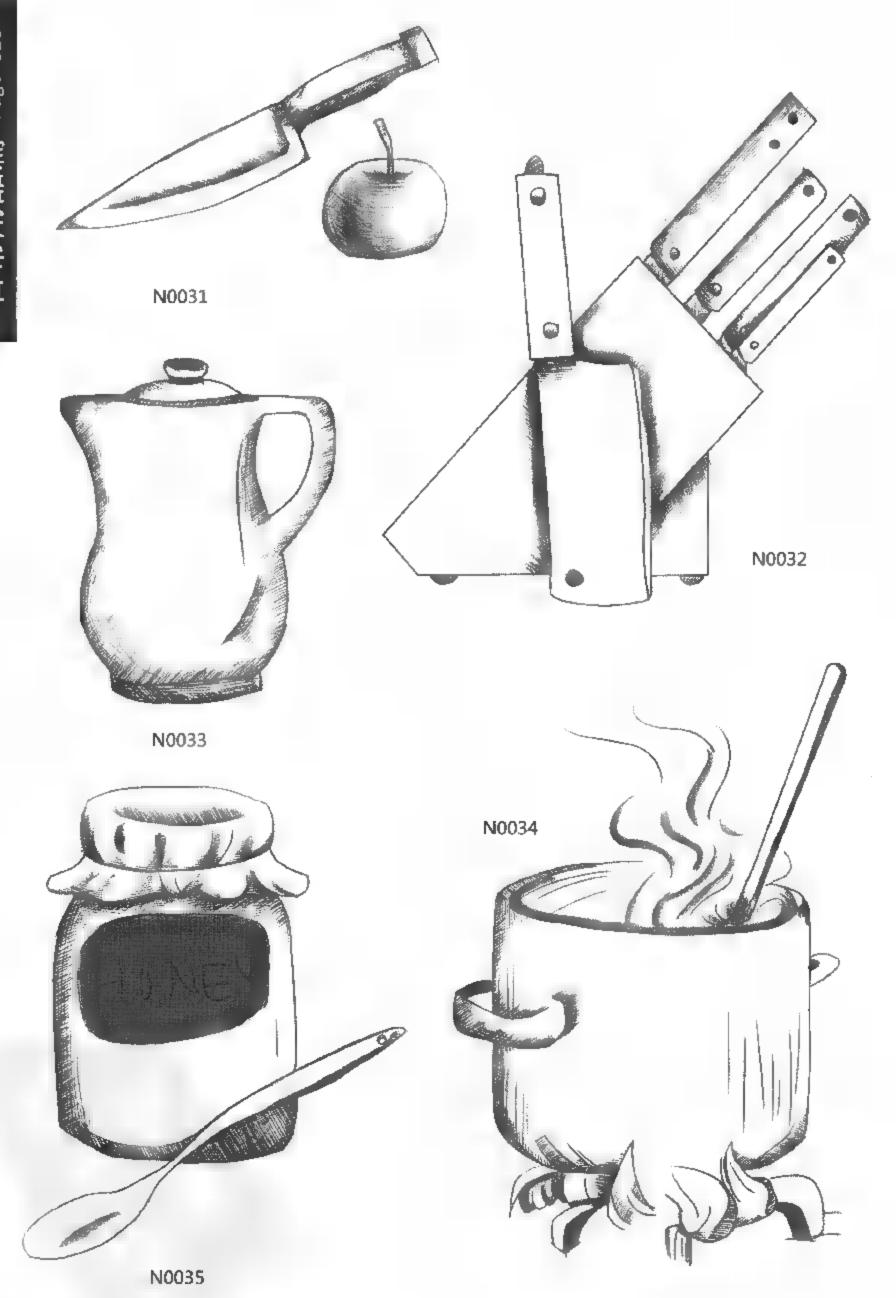
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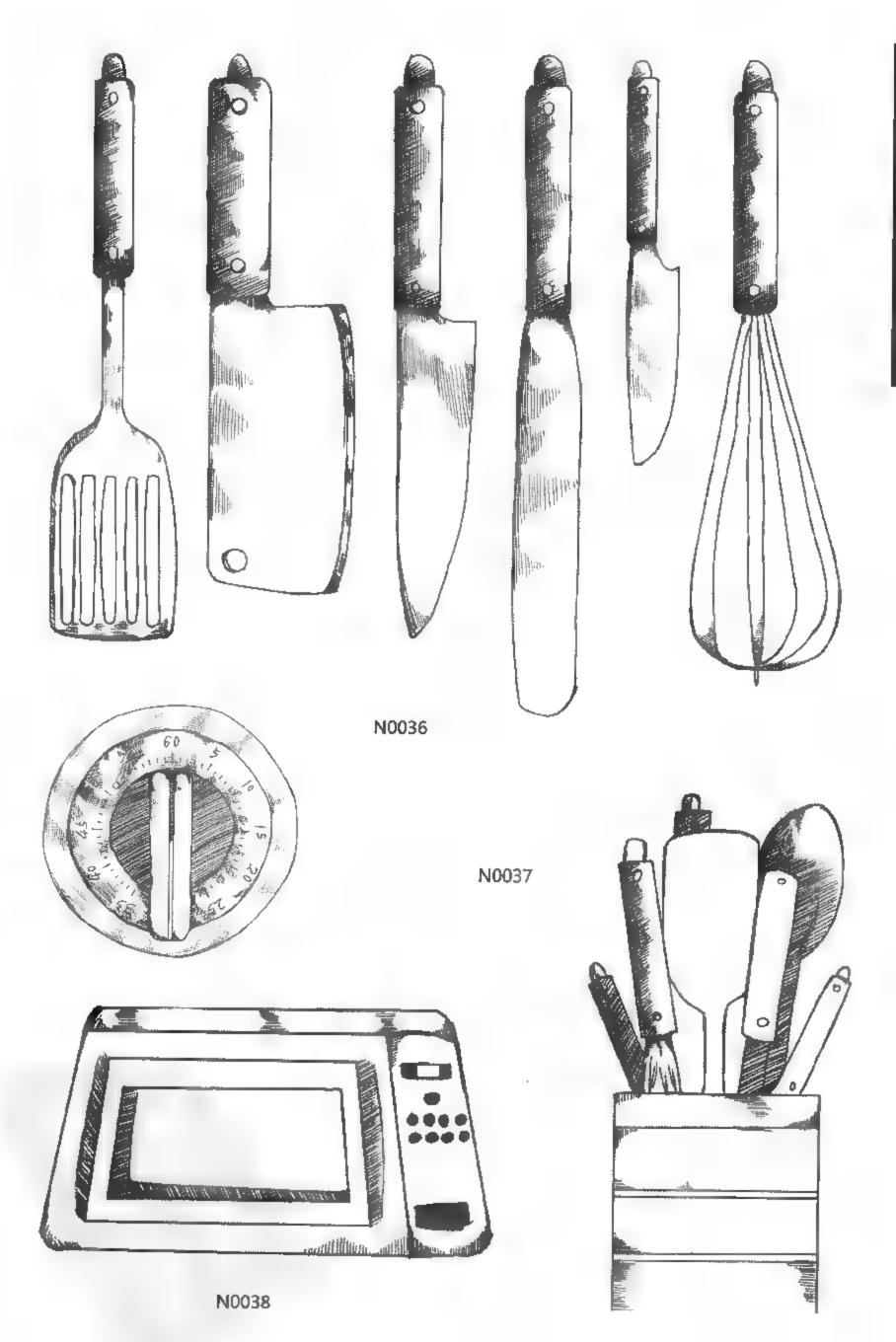


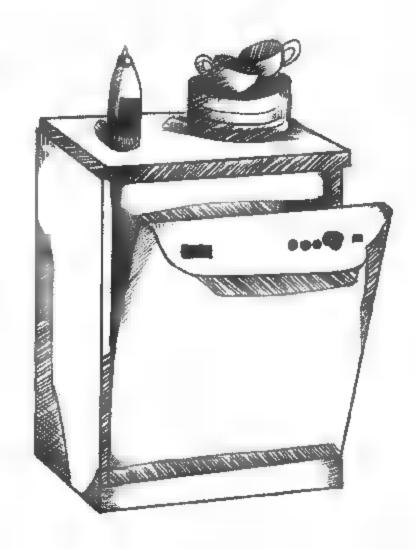
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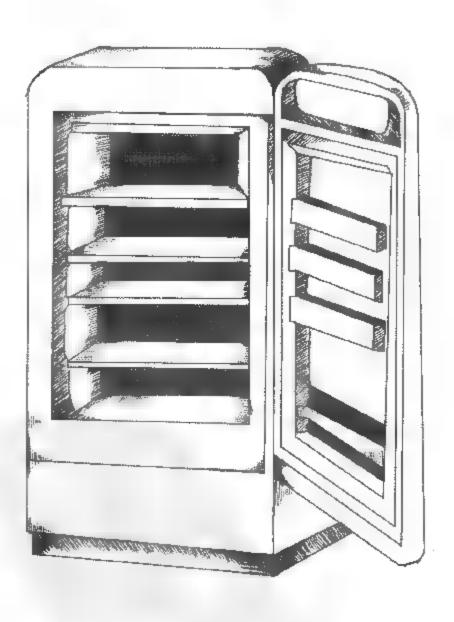
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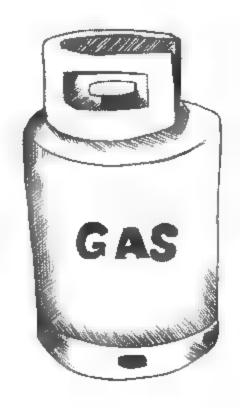




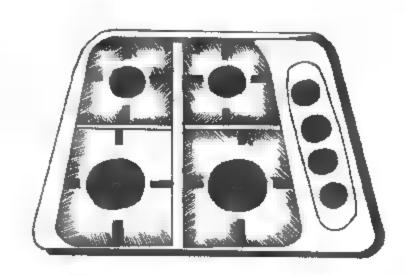


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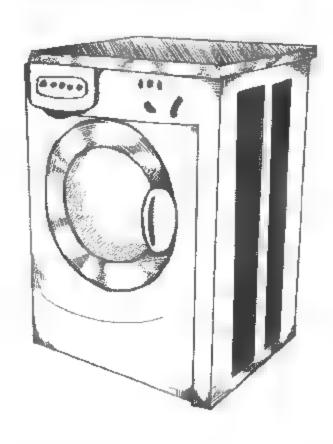




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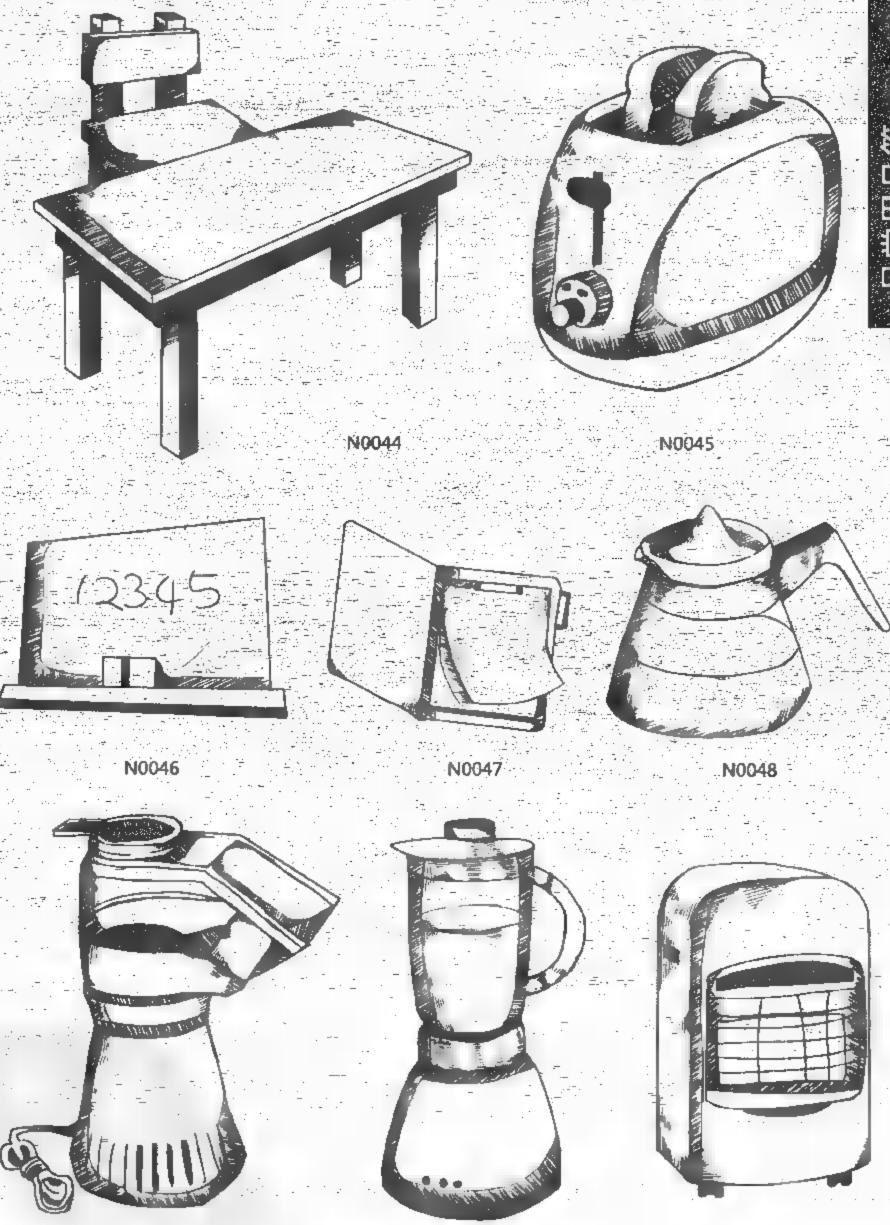


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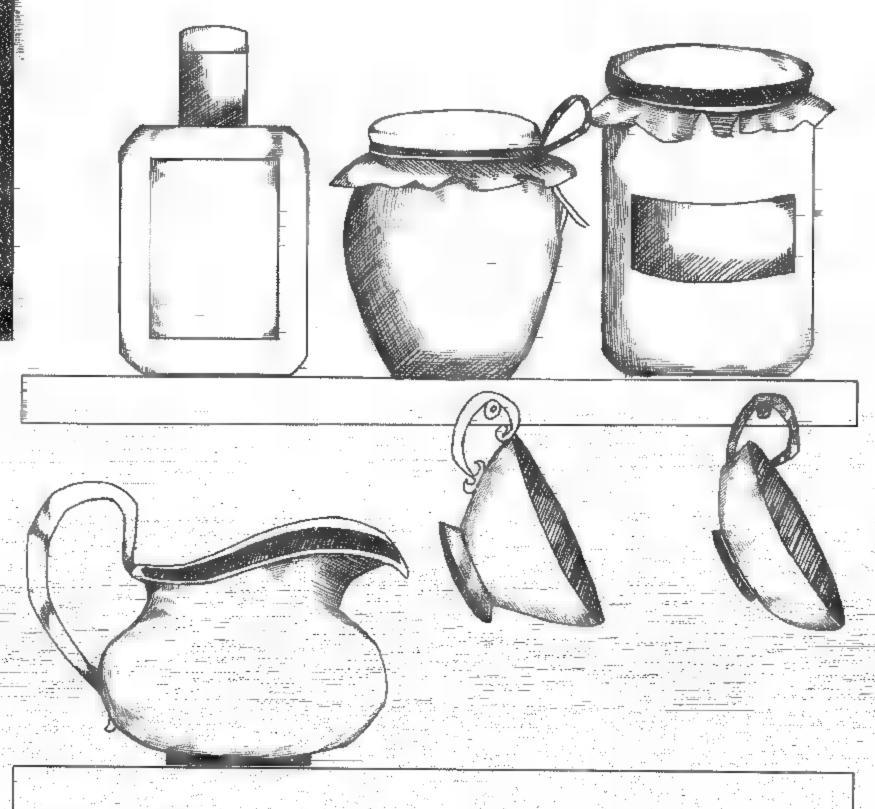


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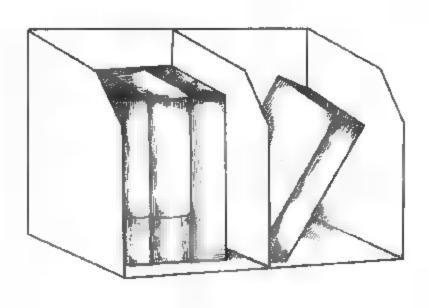
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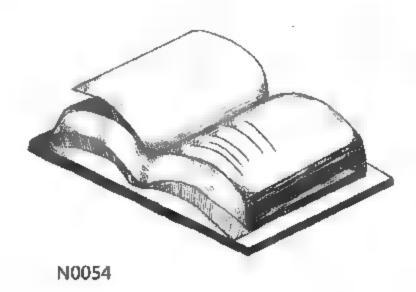


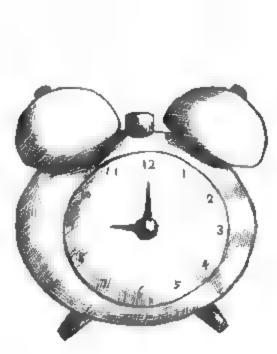
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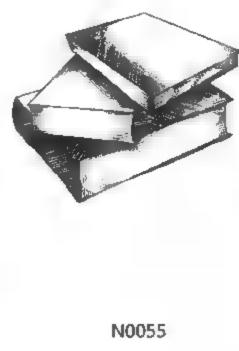


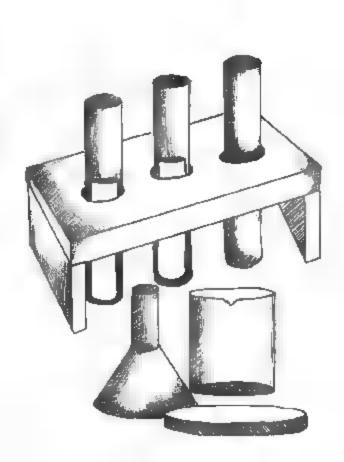
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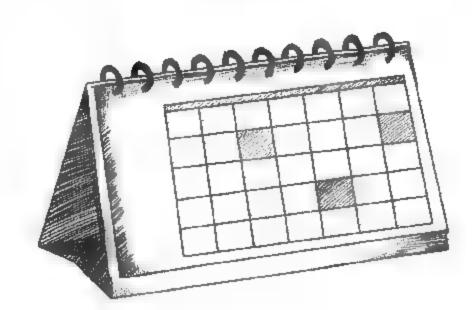




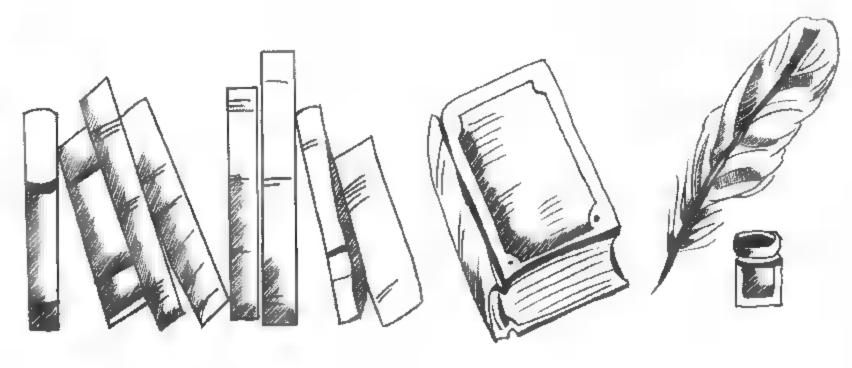




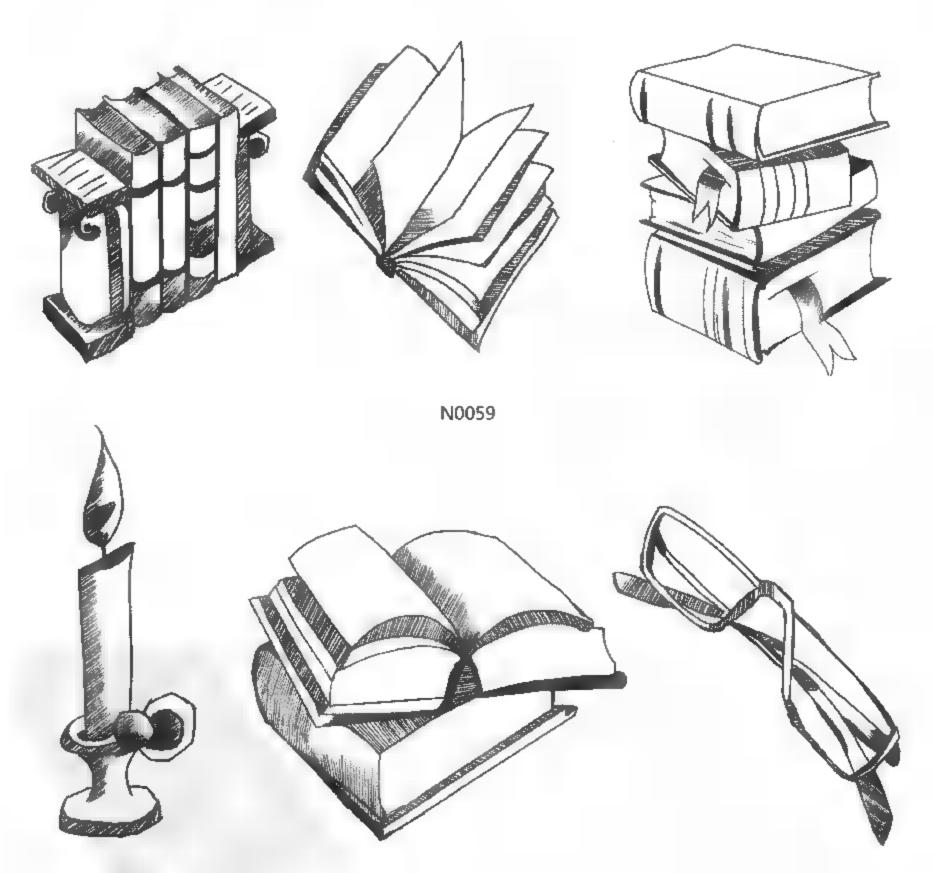




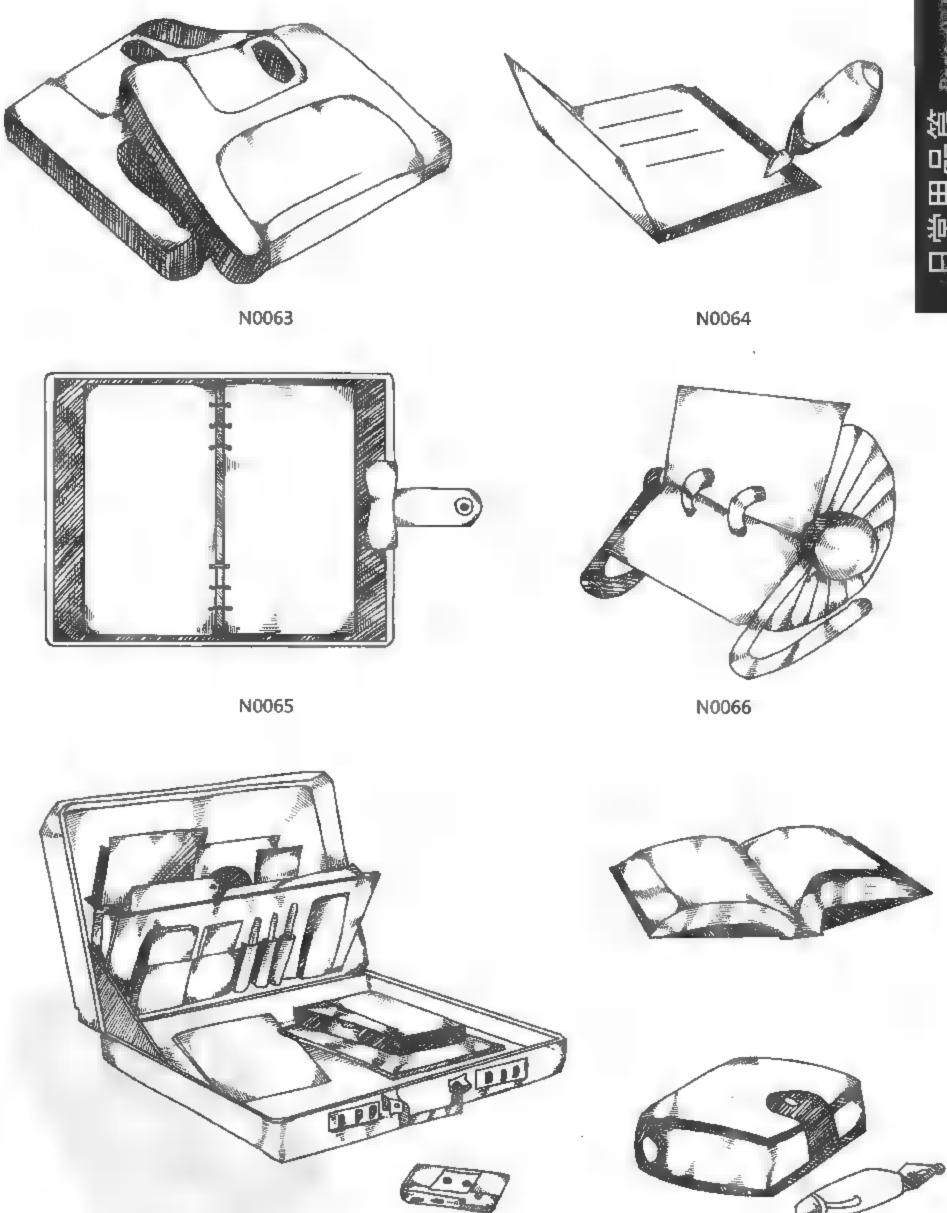
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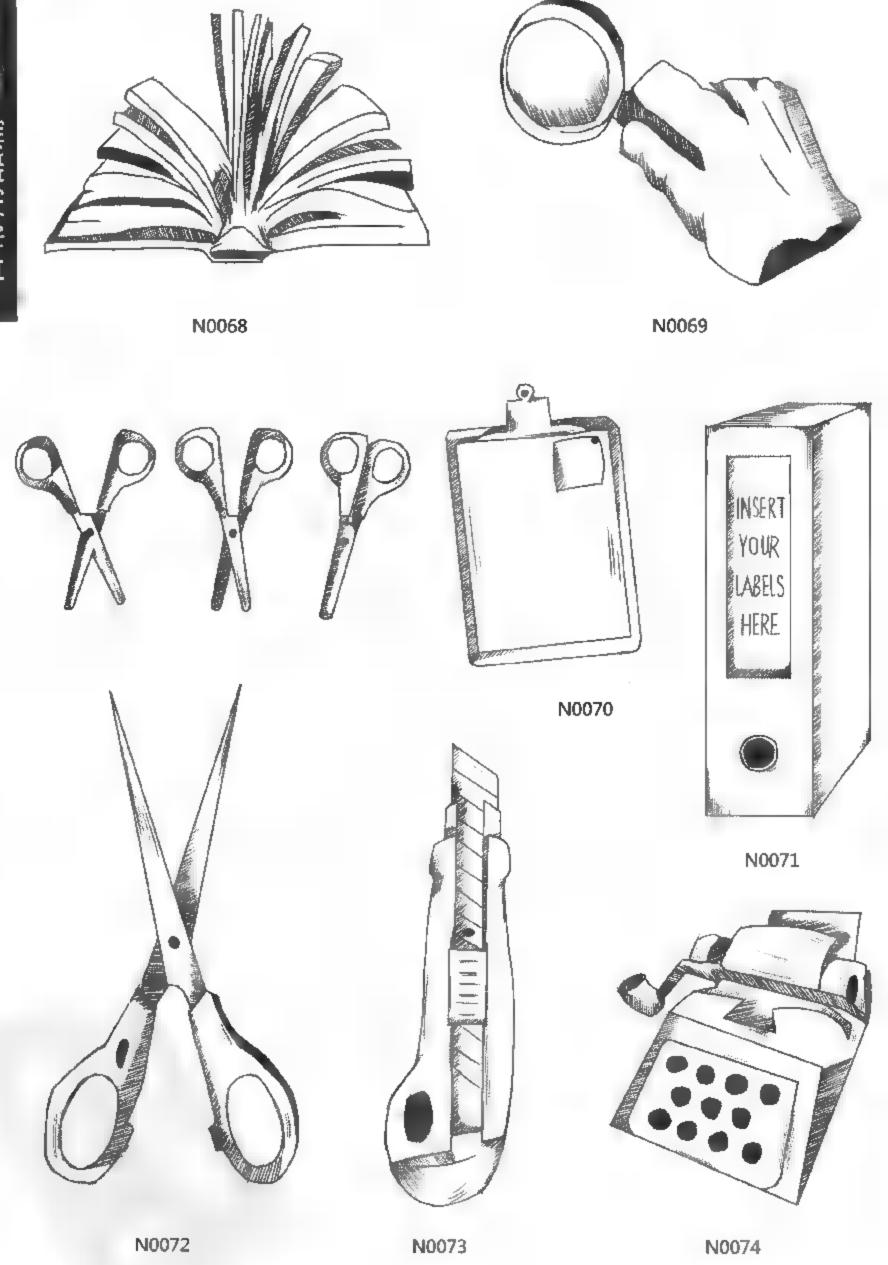
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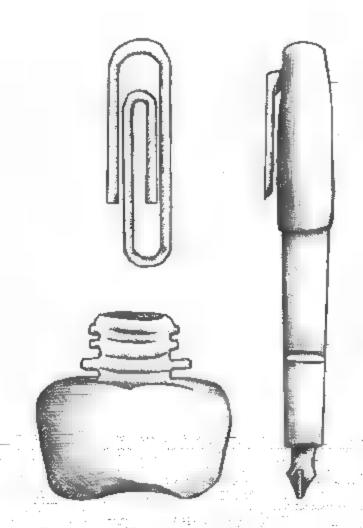


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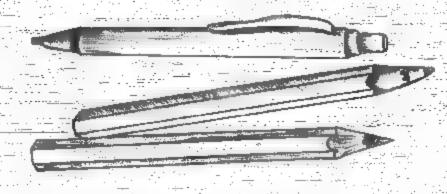


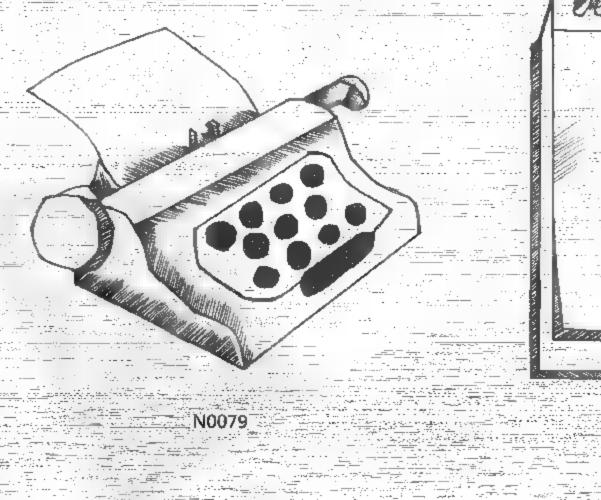
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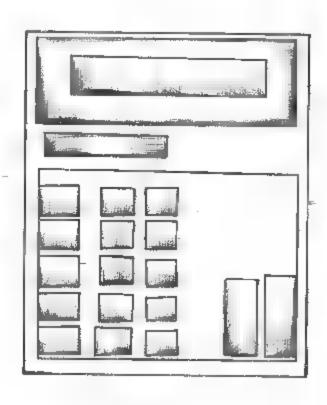




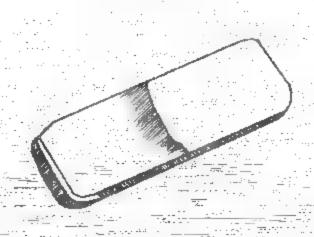
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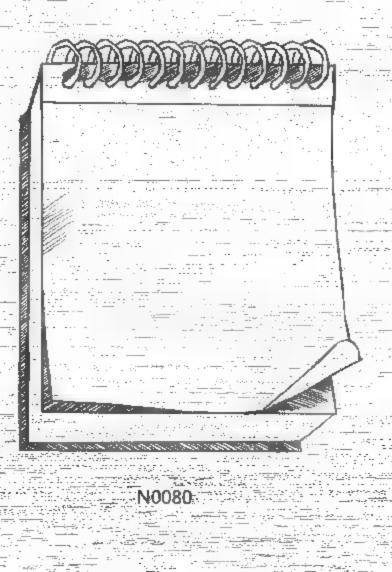


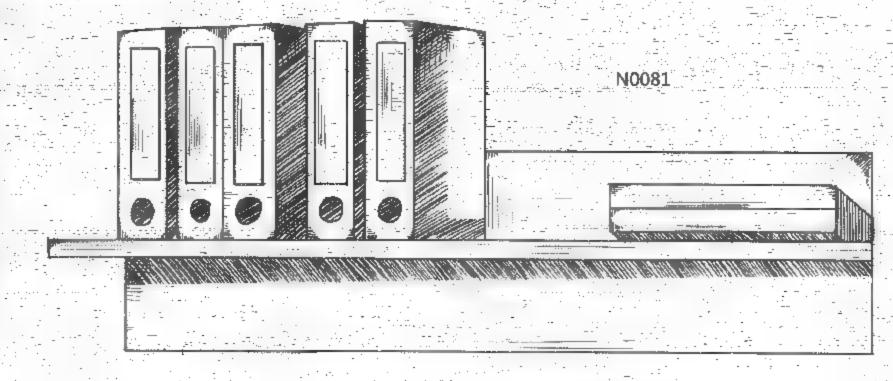


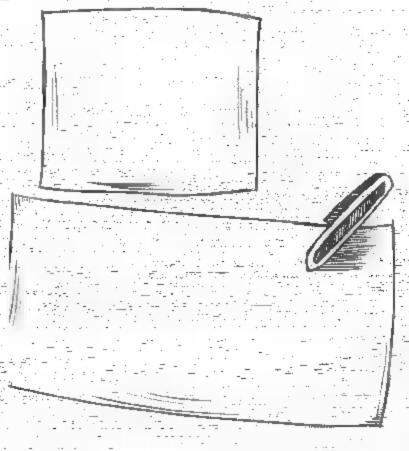


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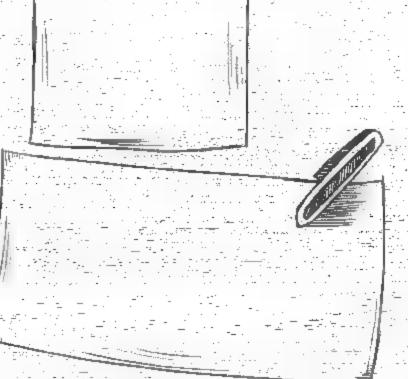




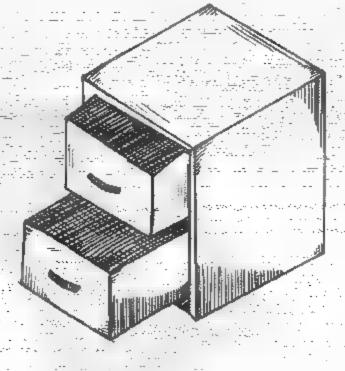


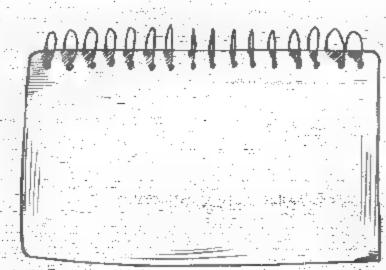


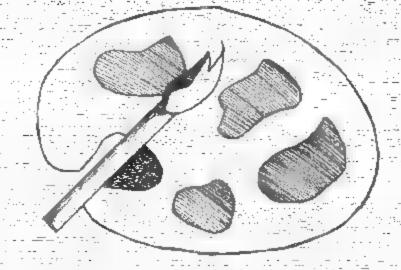




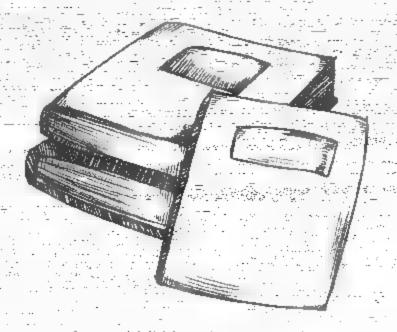
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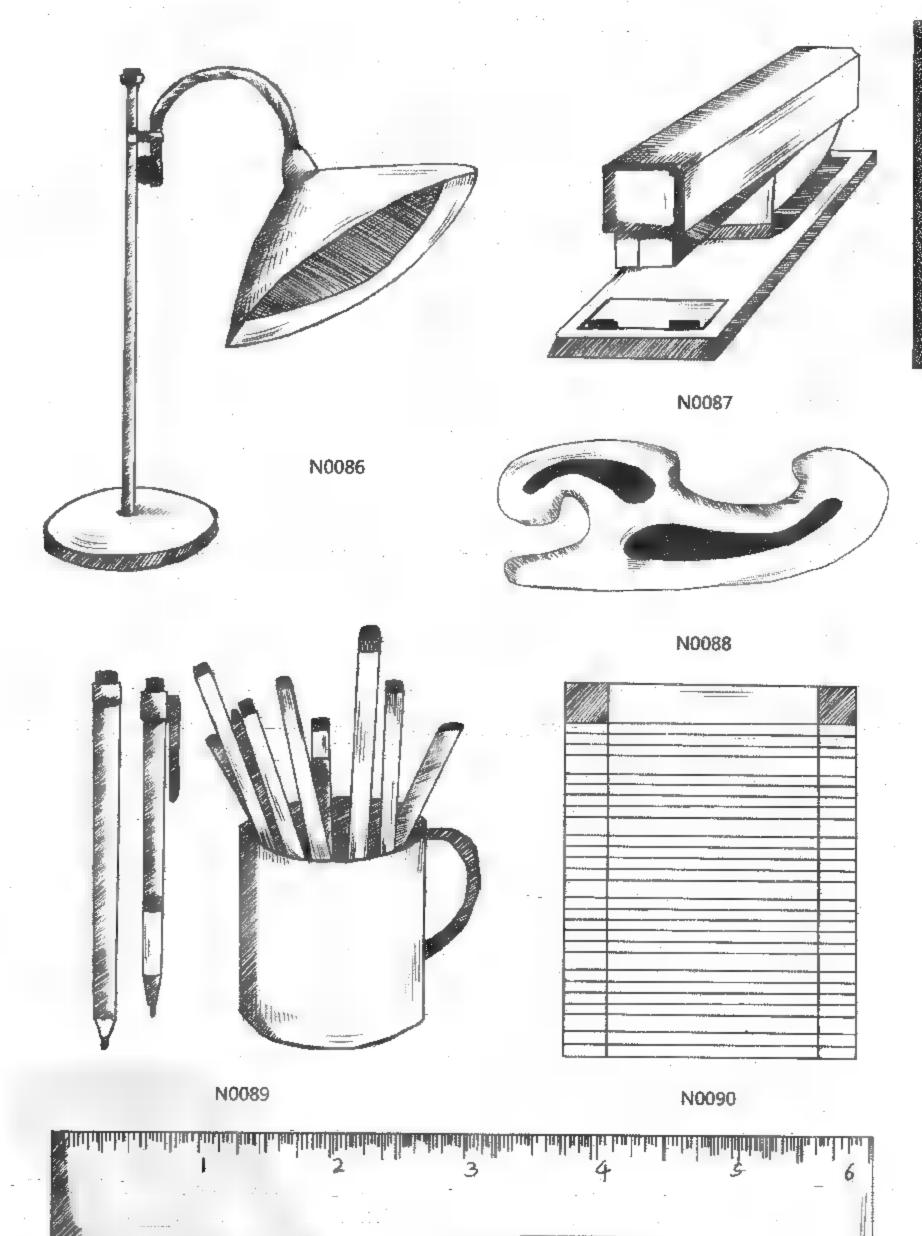


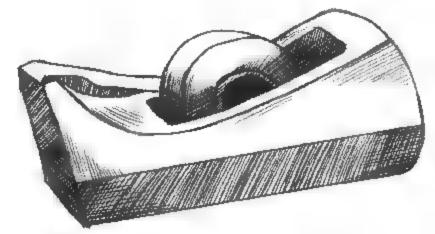




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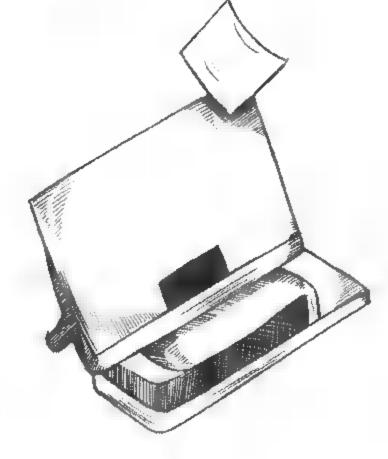




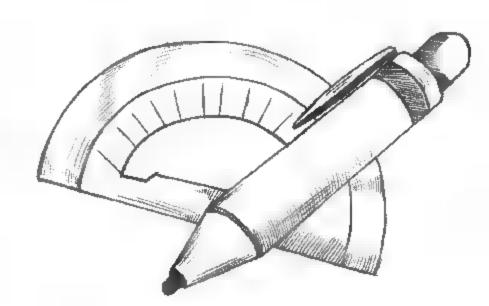
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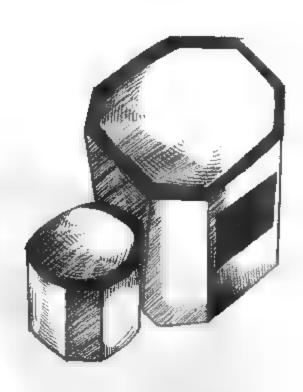
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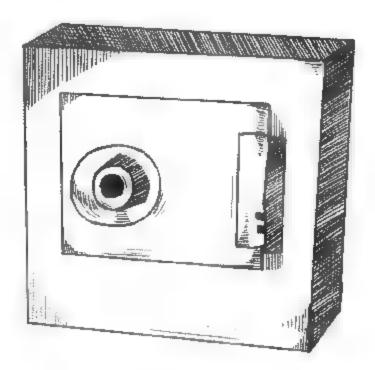
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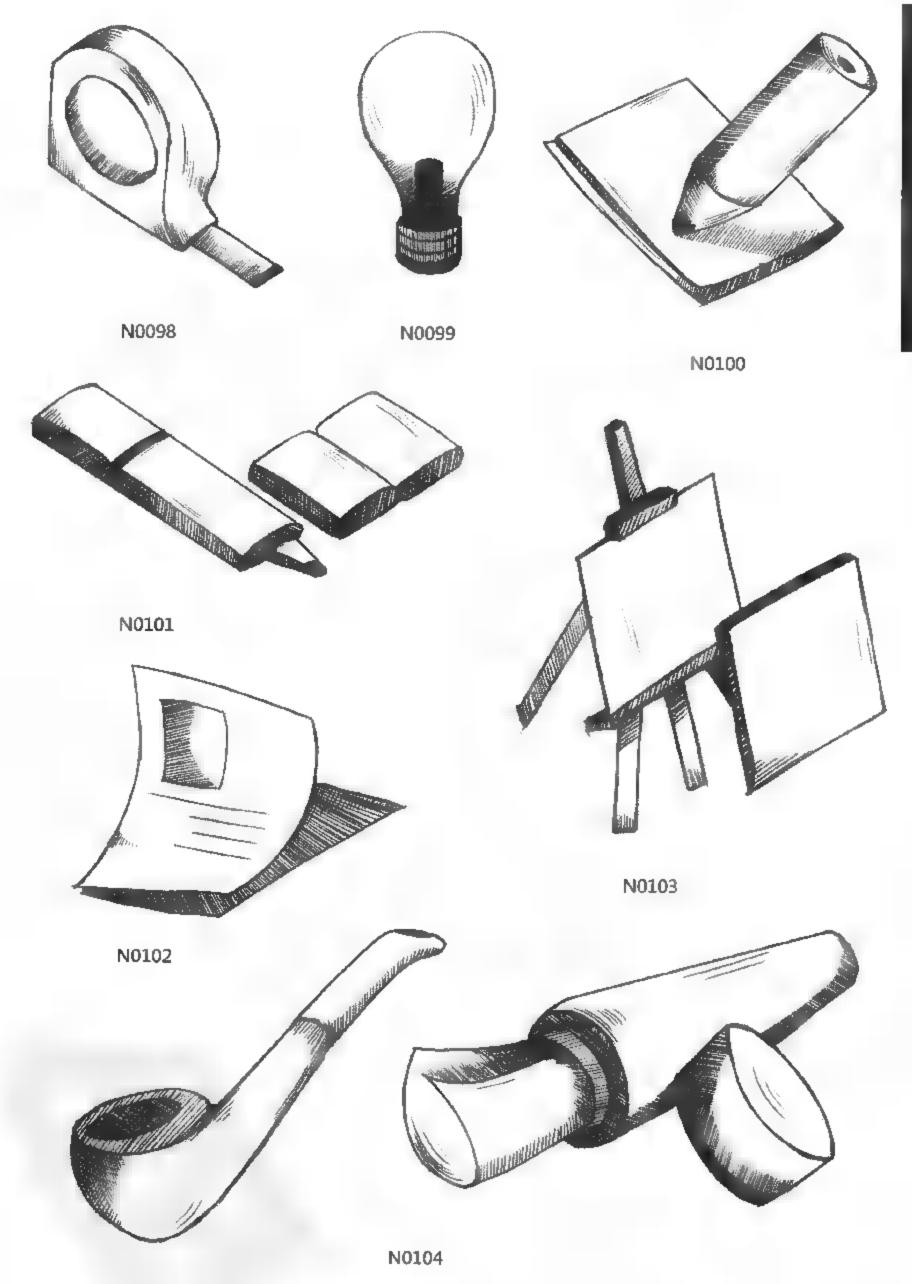
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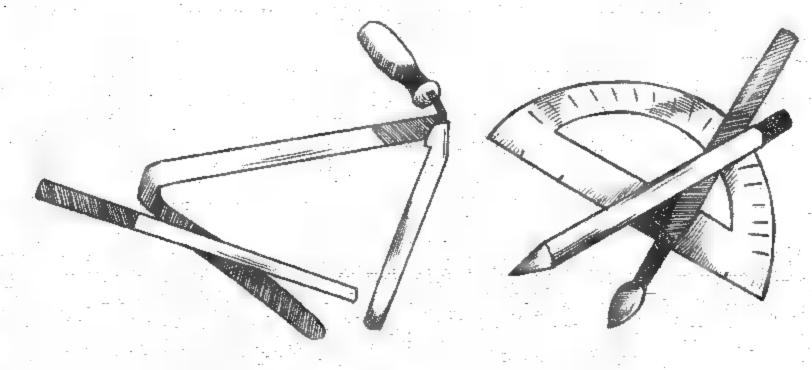


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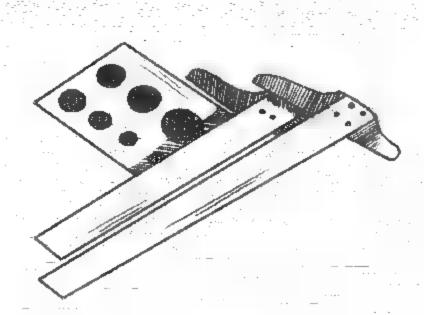


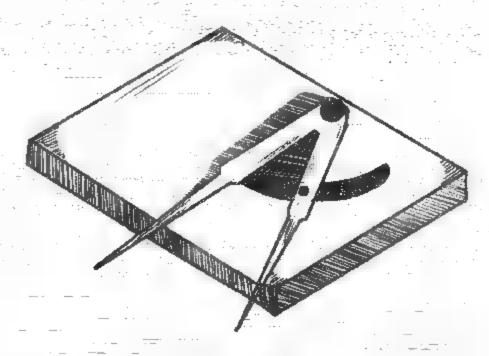
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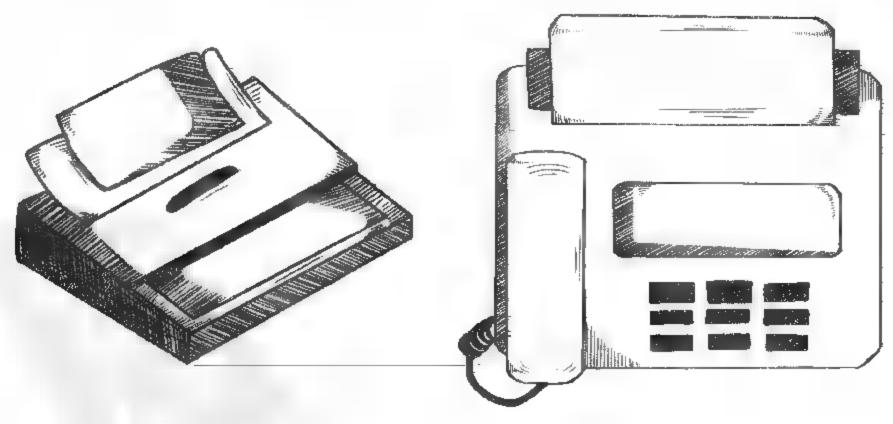


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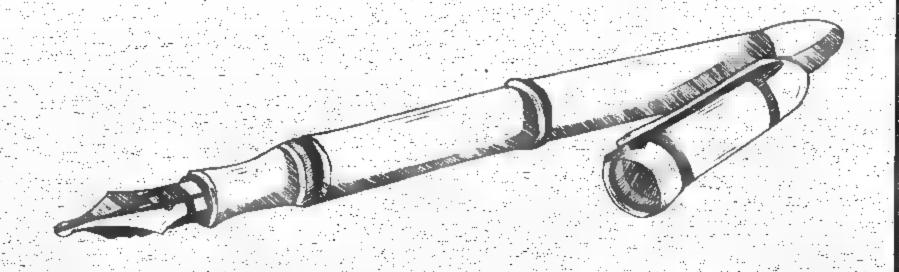


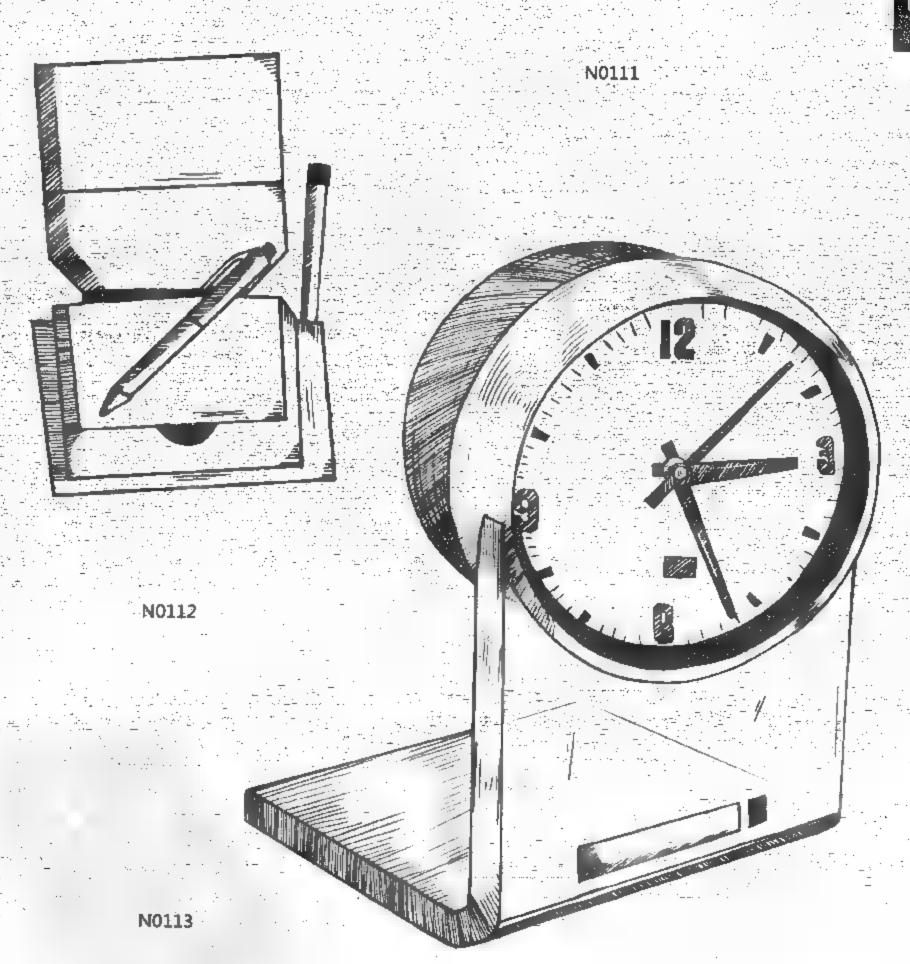


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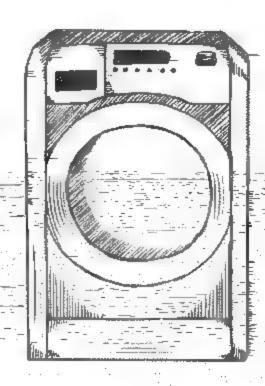
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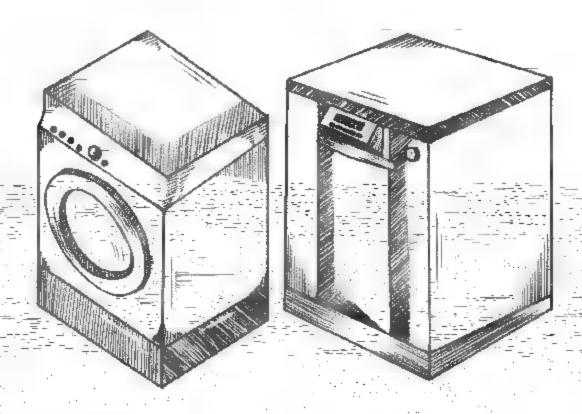


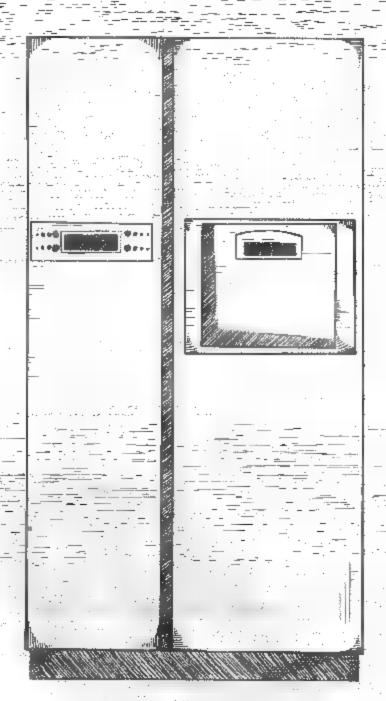


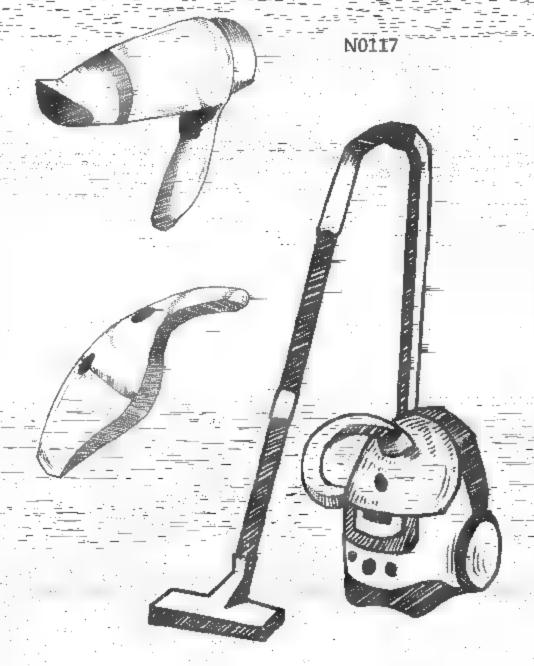
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范例作品编号: N0114-N0194

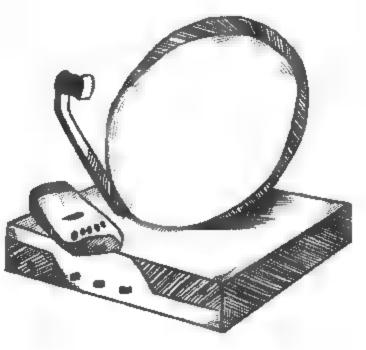




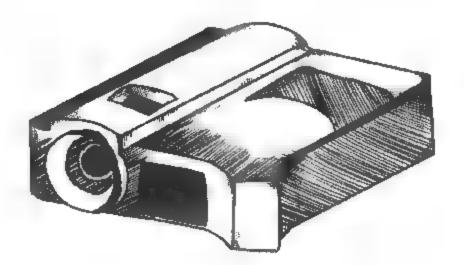




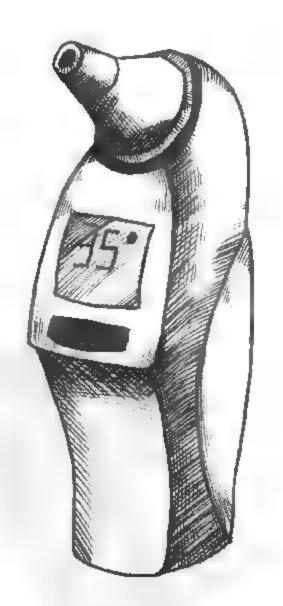
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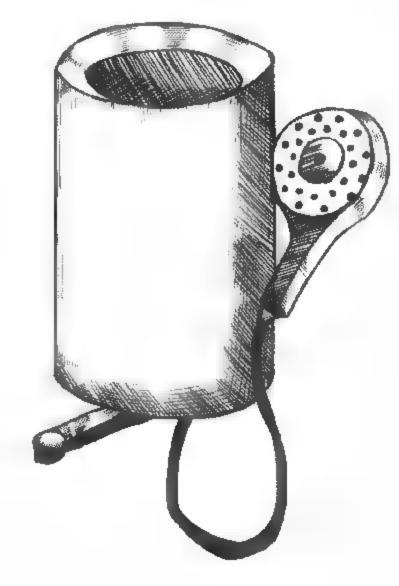
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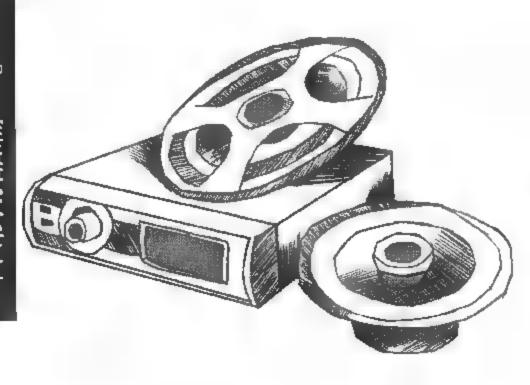


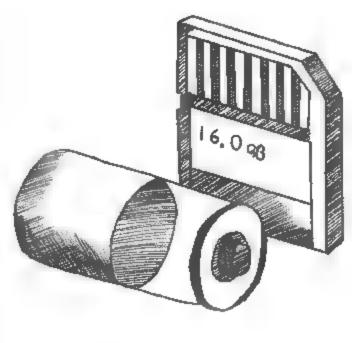
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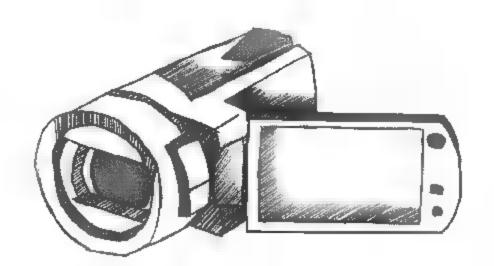
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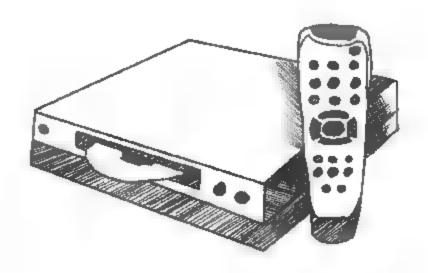
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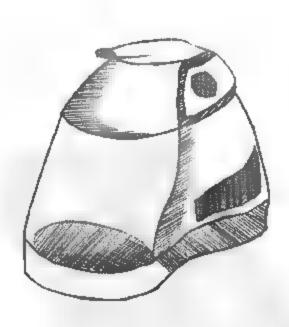


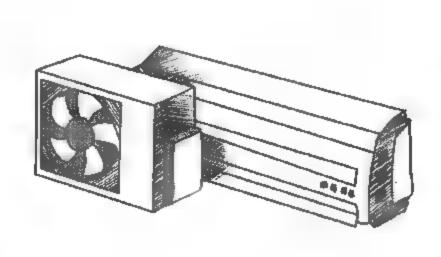
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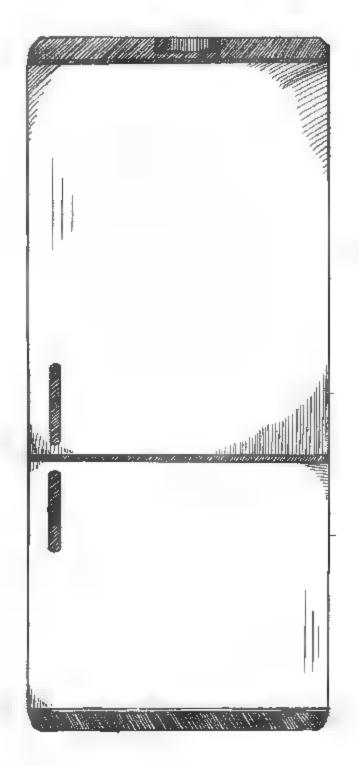


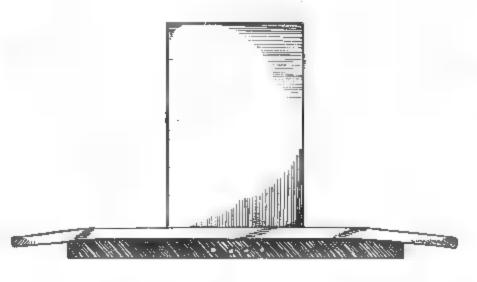
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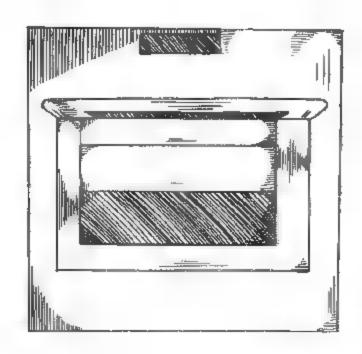




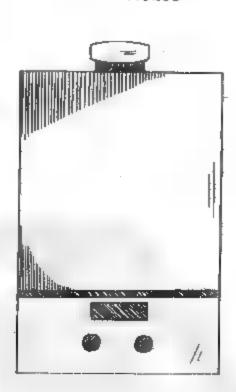




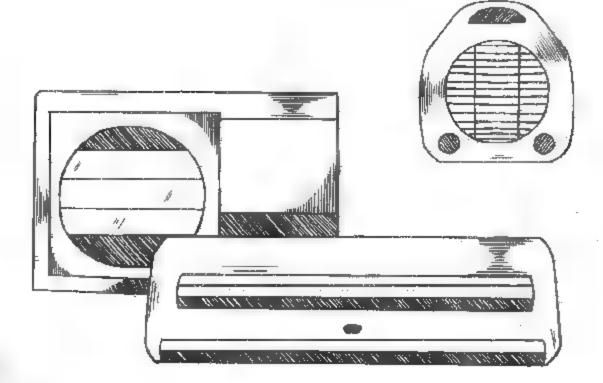
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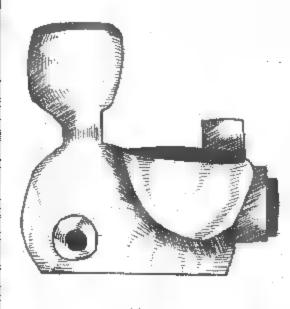


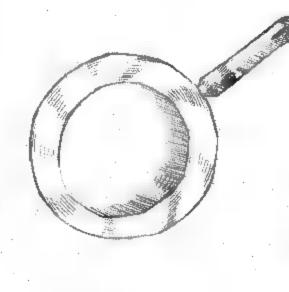
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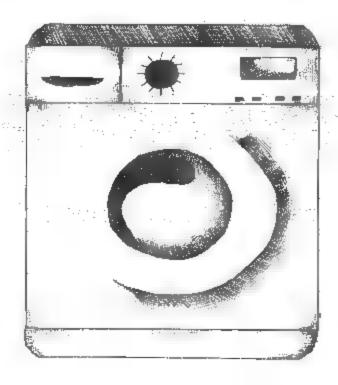


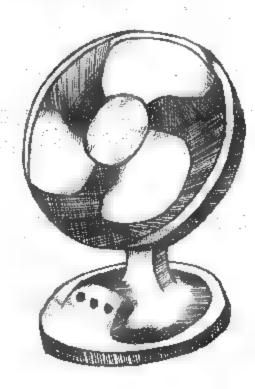


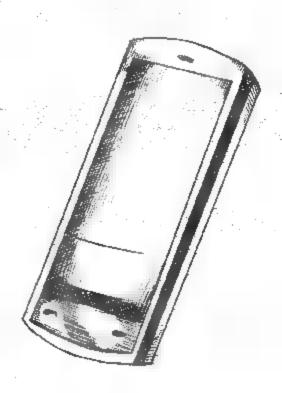
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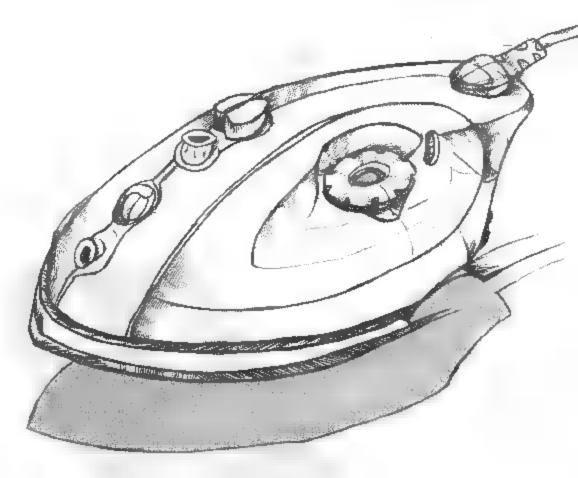


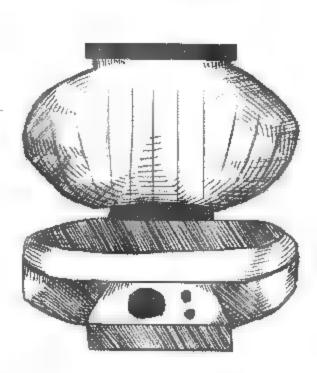


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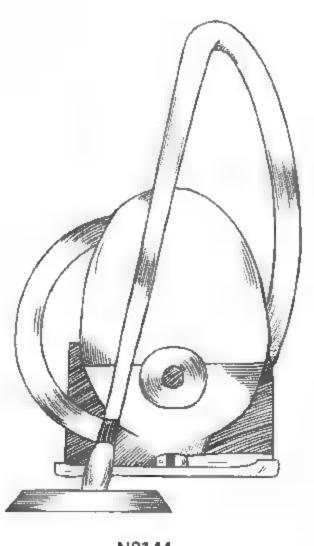
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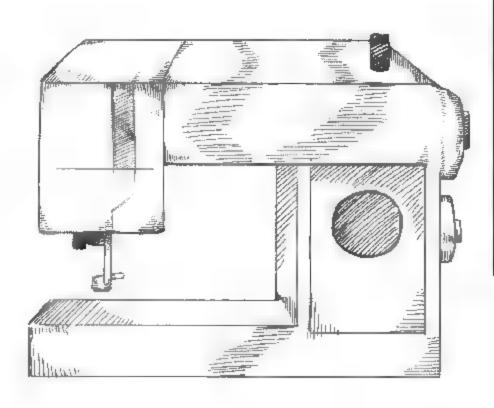




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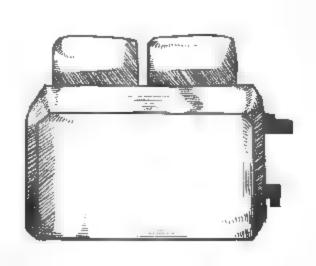
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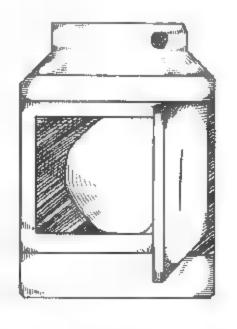


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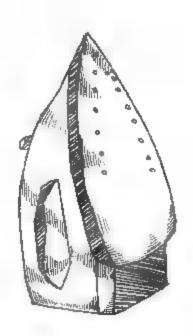
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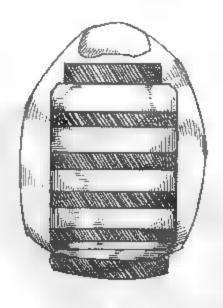
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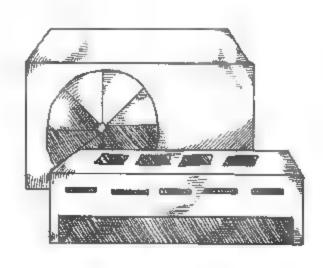
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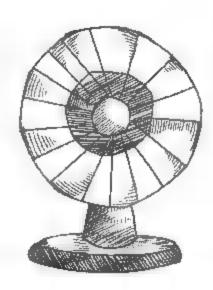
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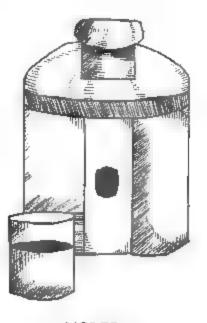
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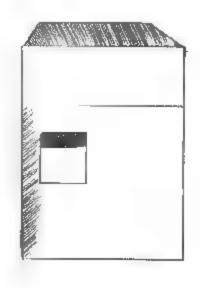


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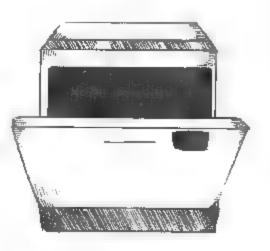




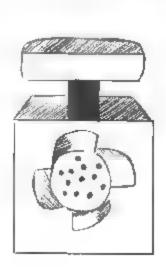
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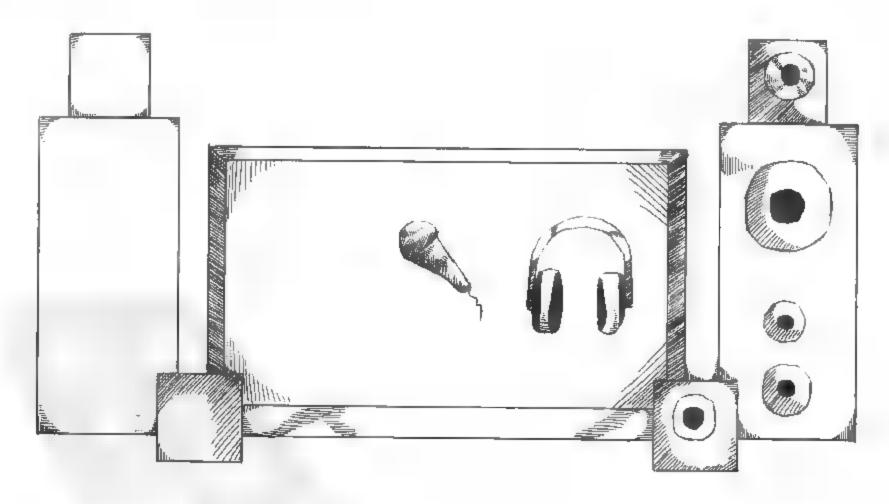


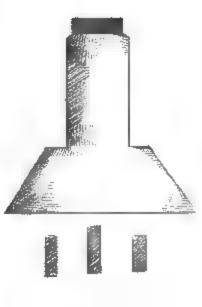


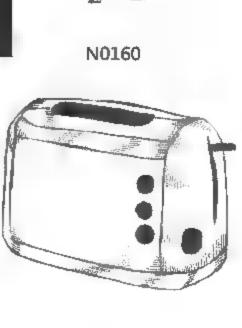
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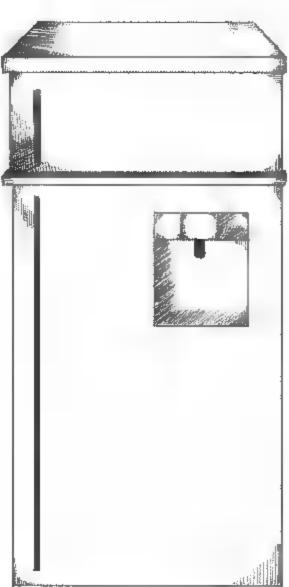
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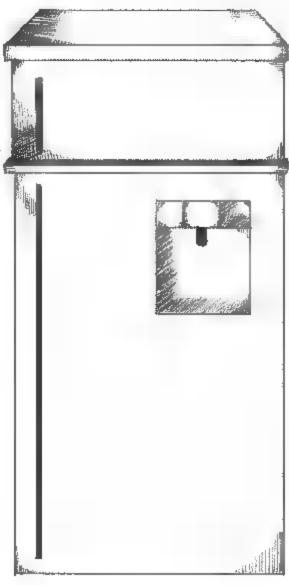




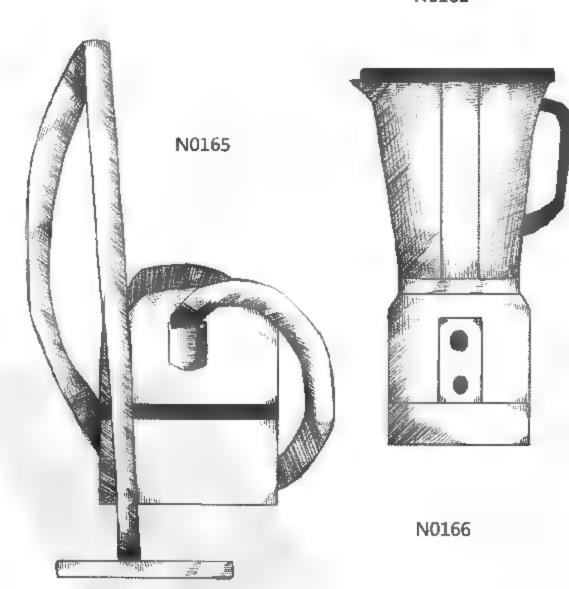
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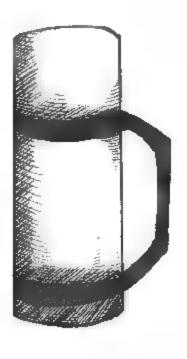


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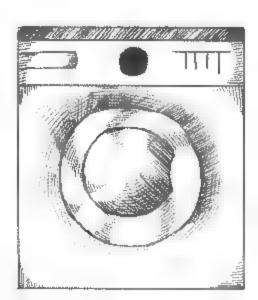


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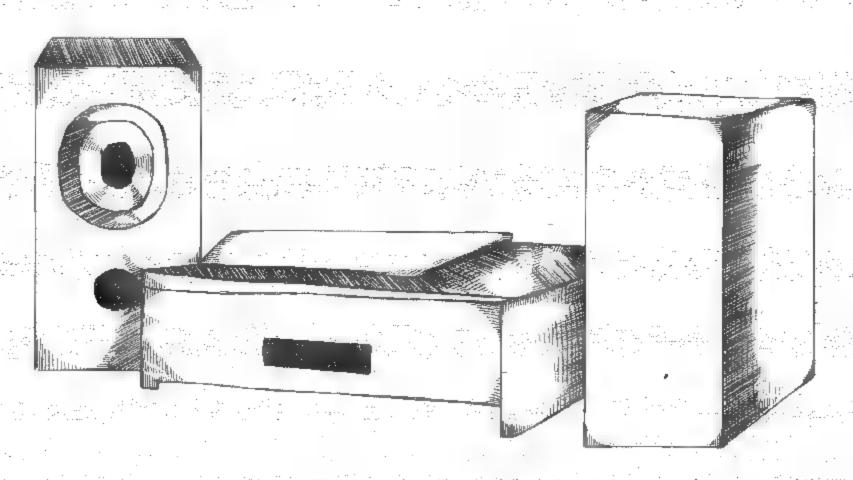




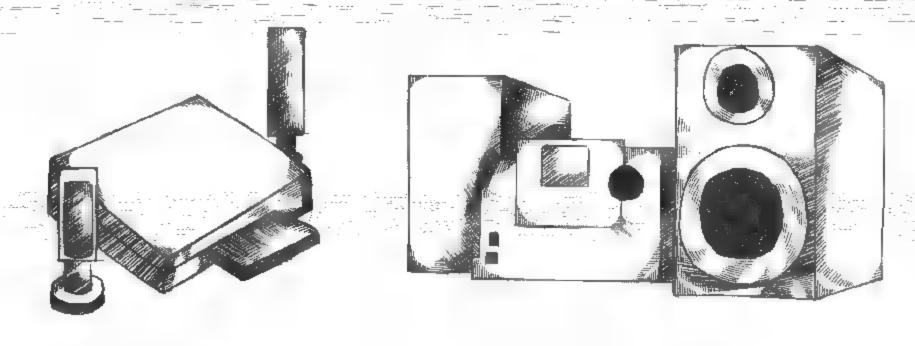
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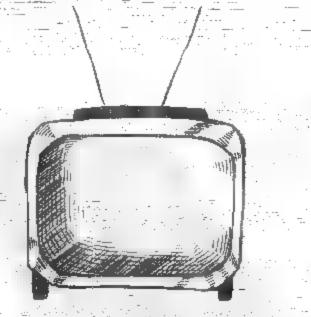
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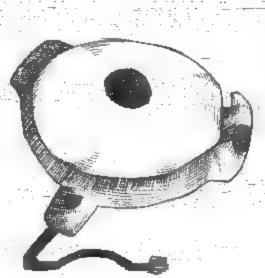


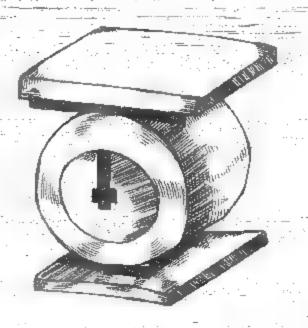
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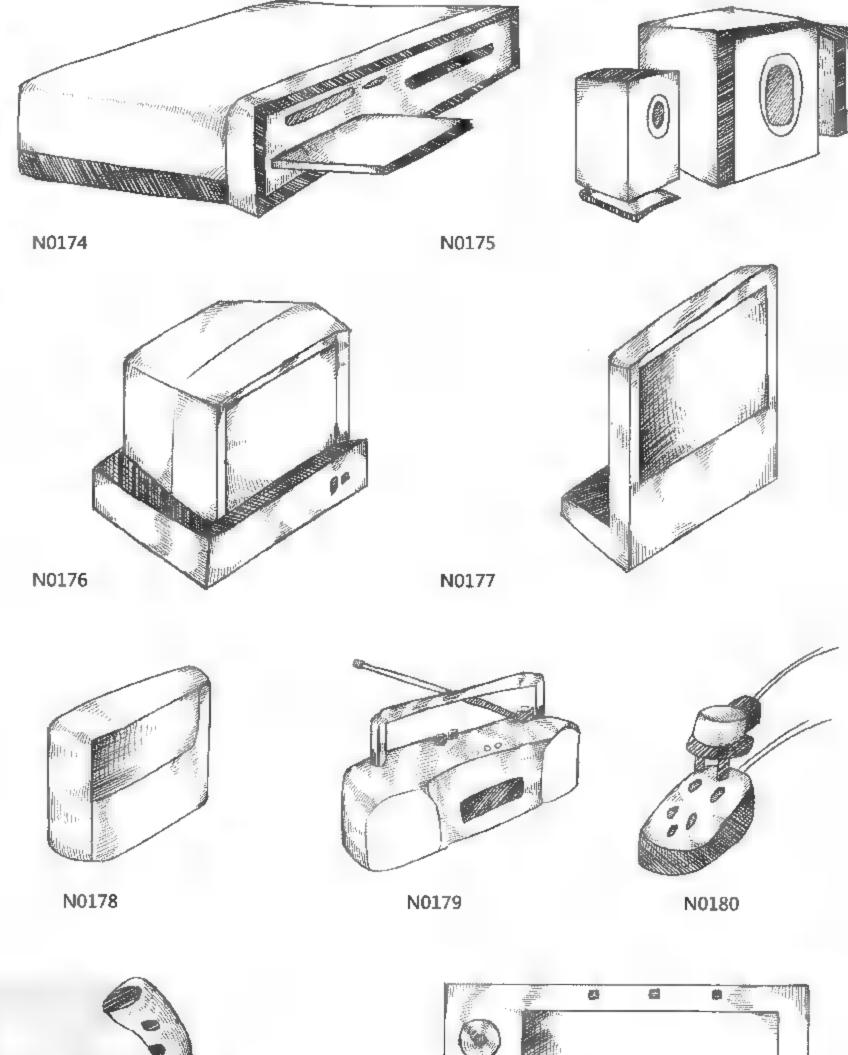
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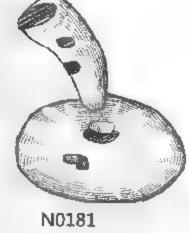


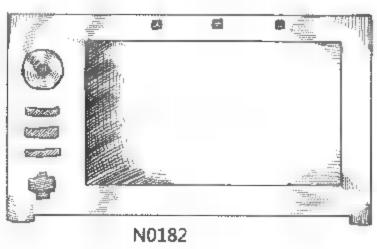


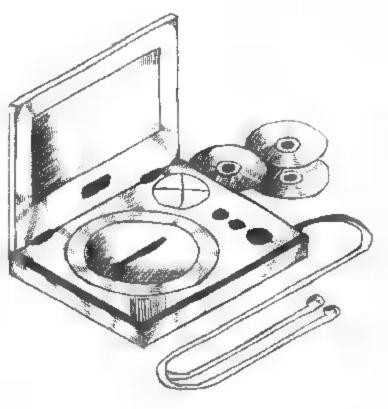


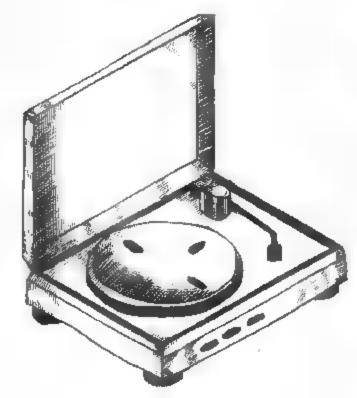
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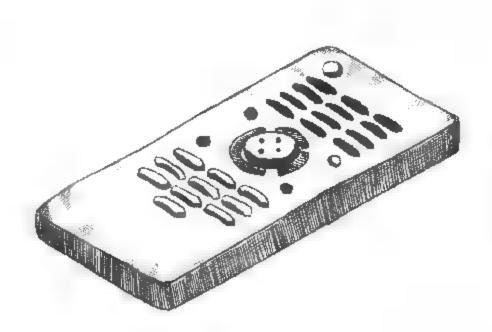


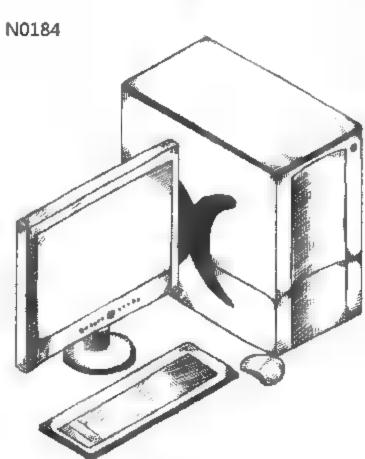




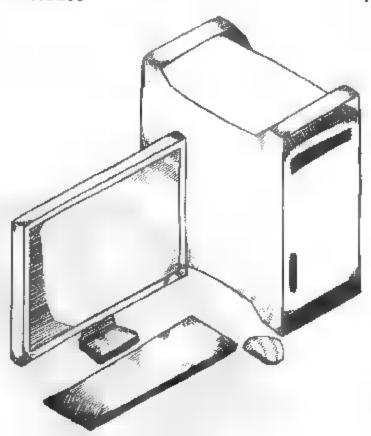


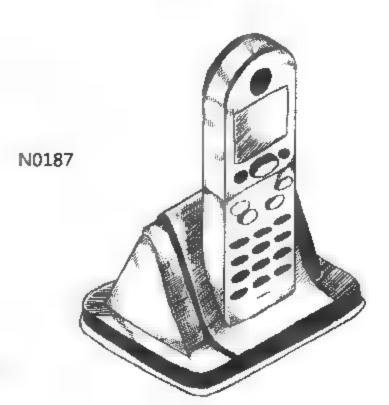
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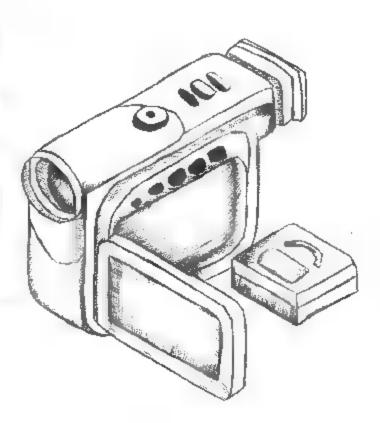




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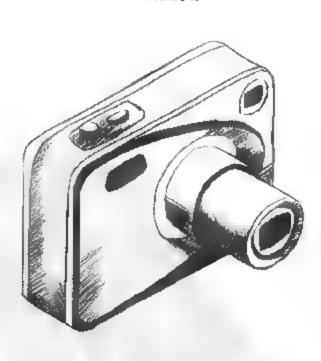




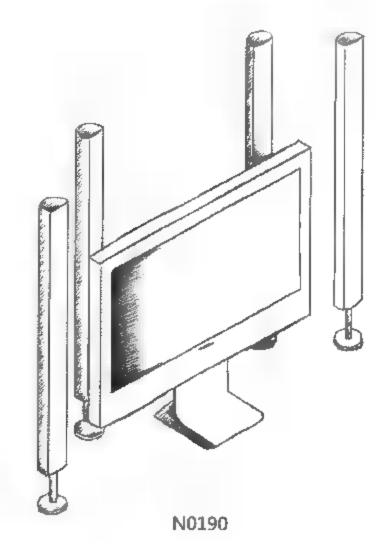
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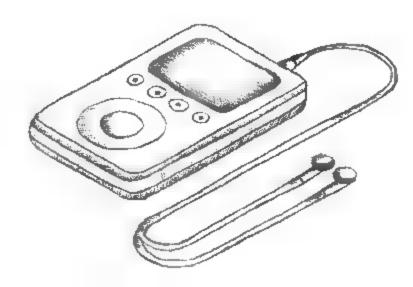


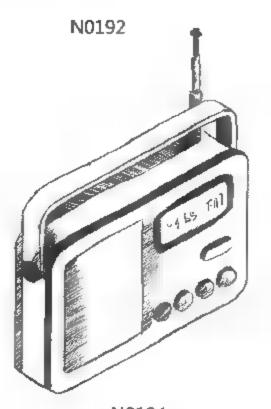
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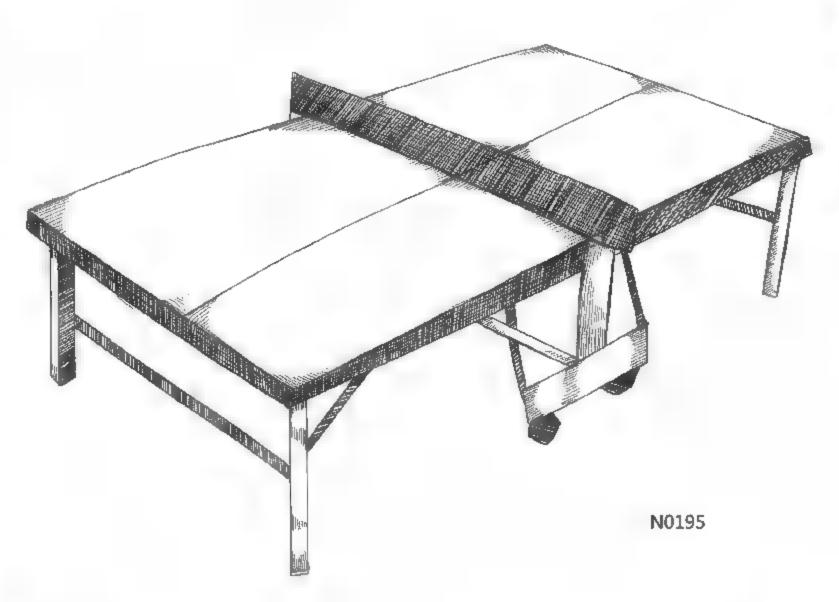


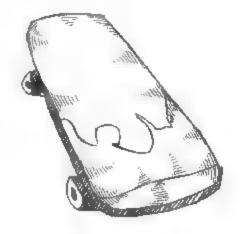
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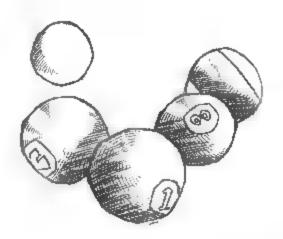
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范例作品编号: N0195-N0235

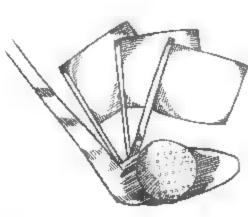




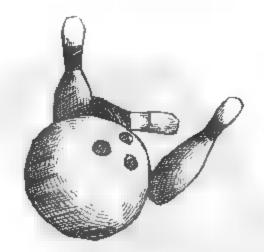
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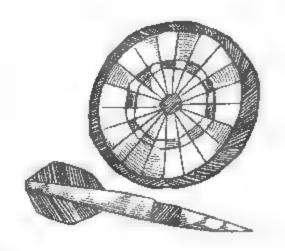
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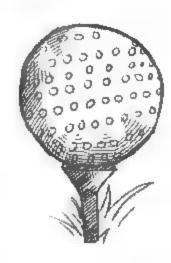
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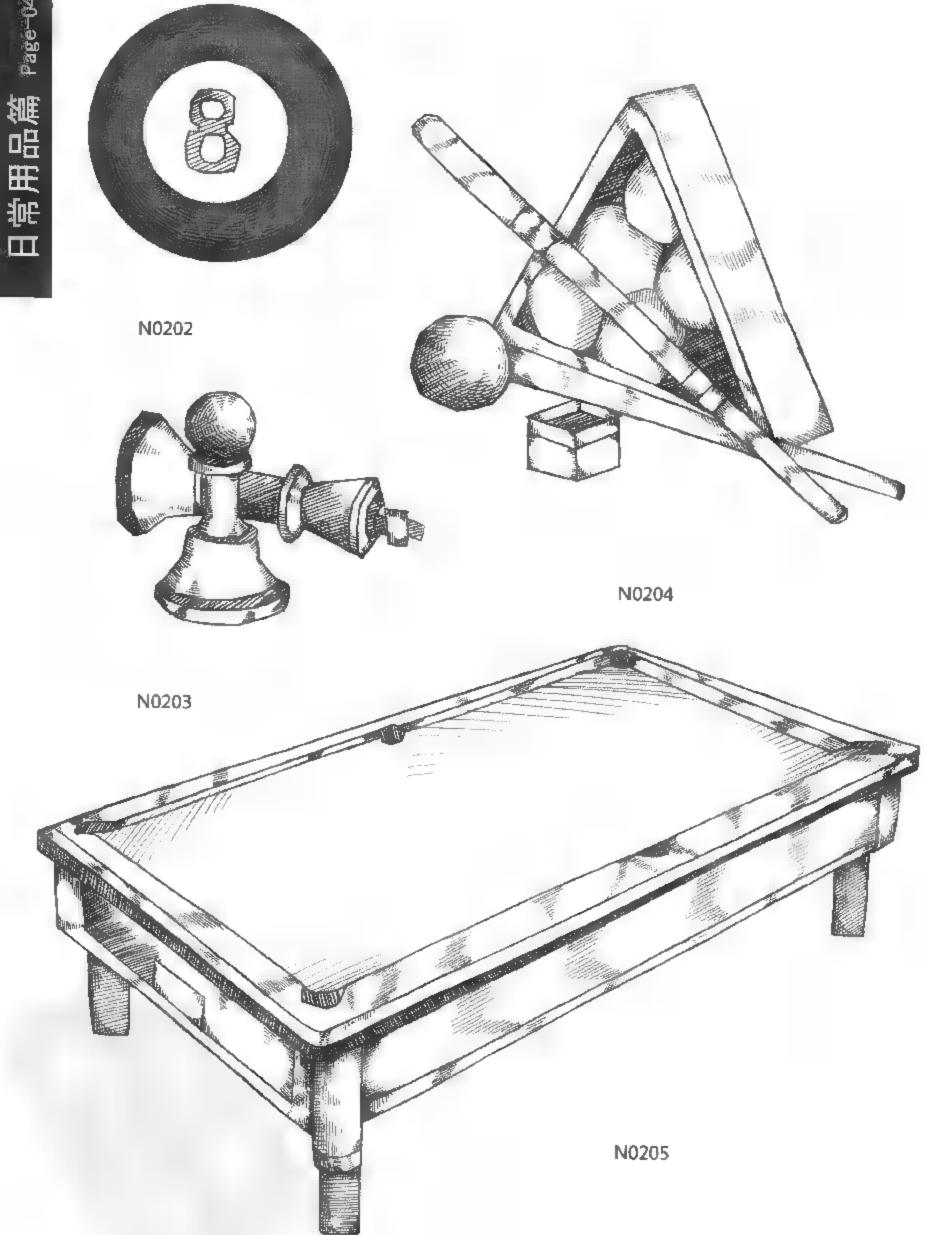
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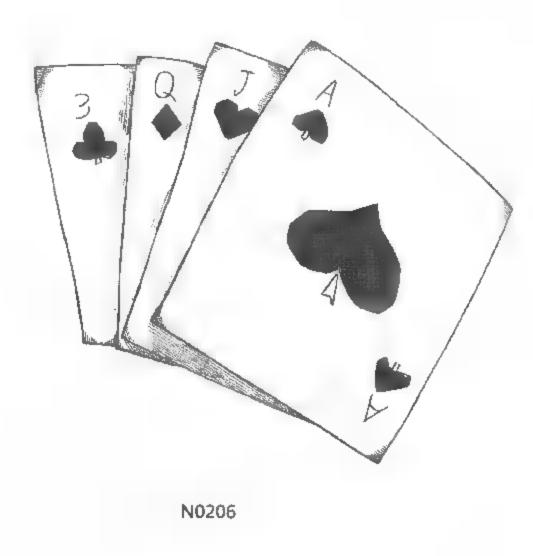


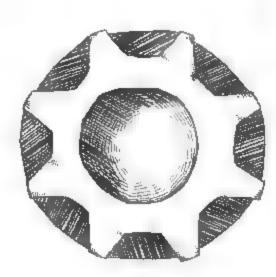
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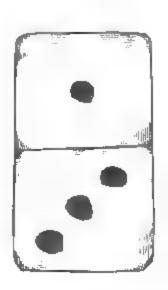
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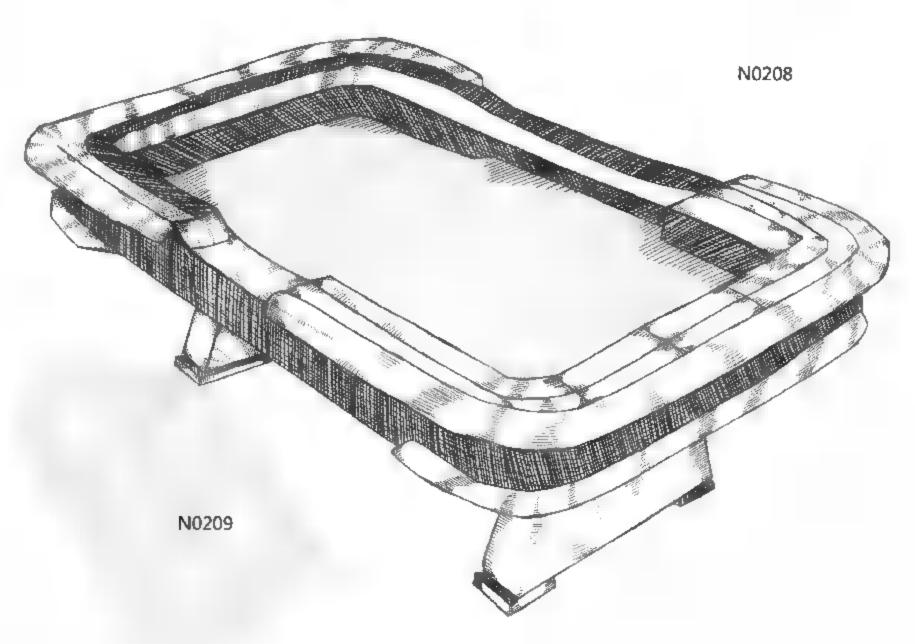


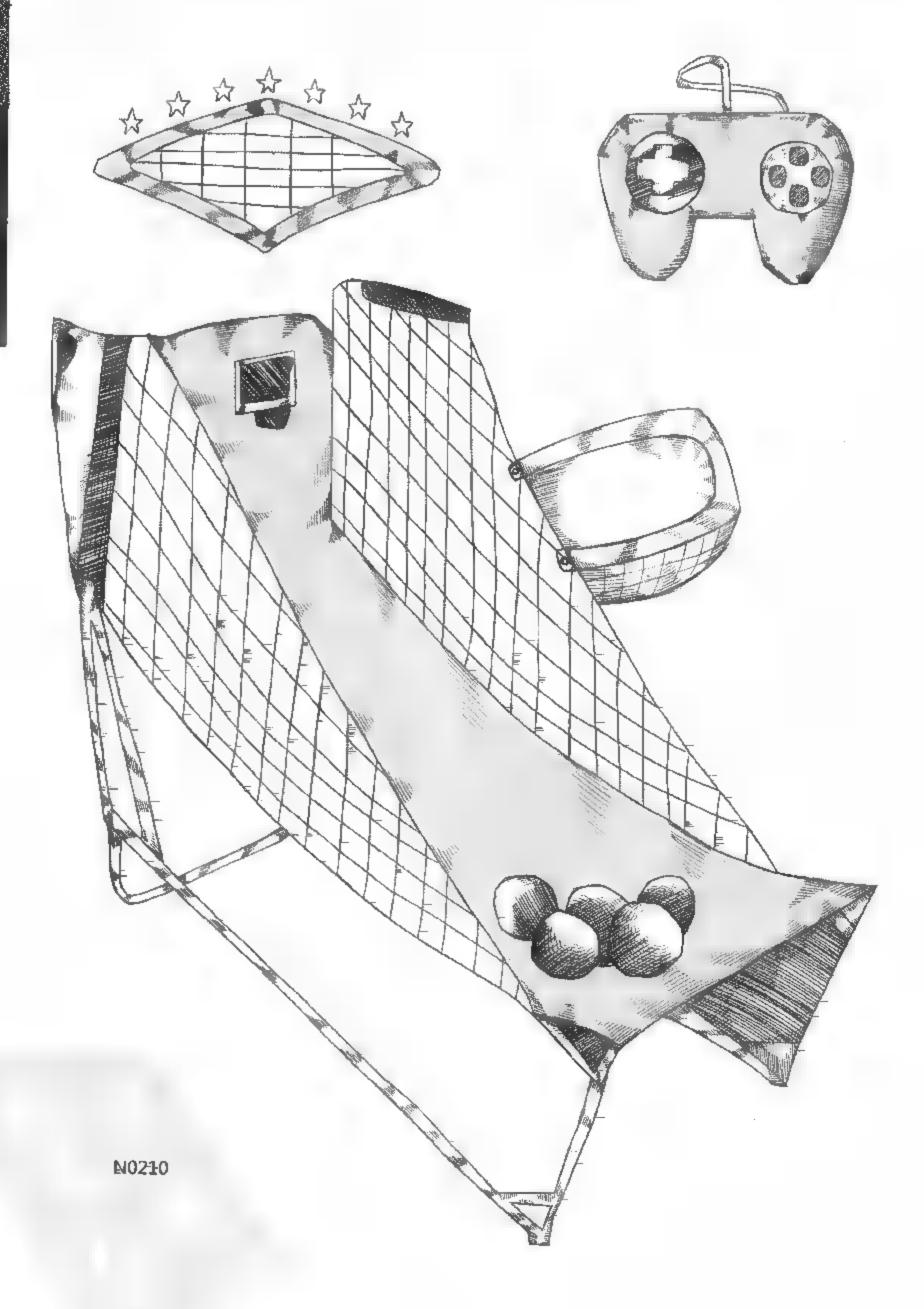


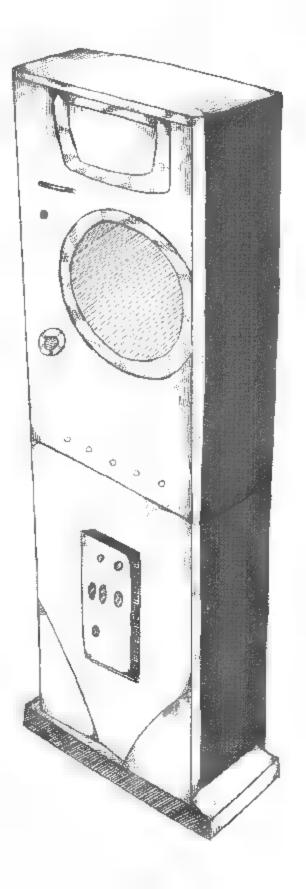




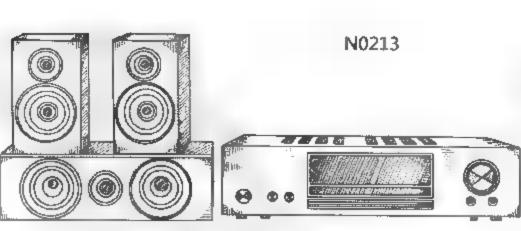


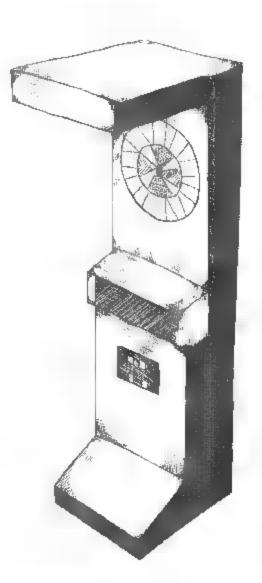




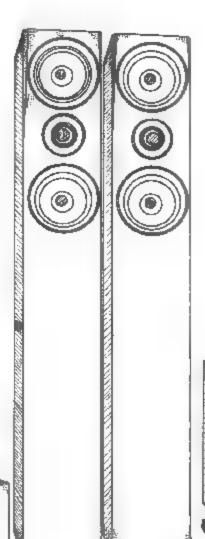


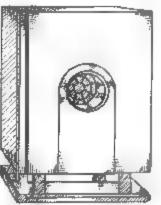


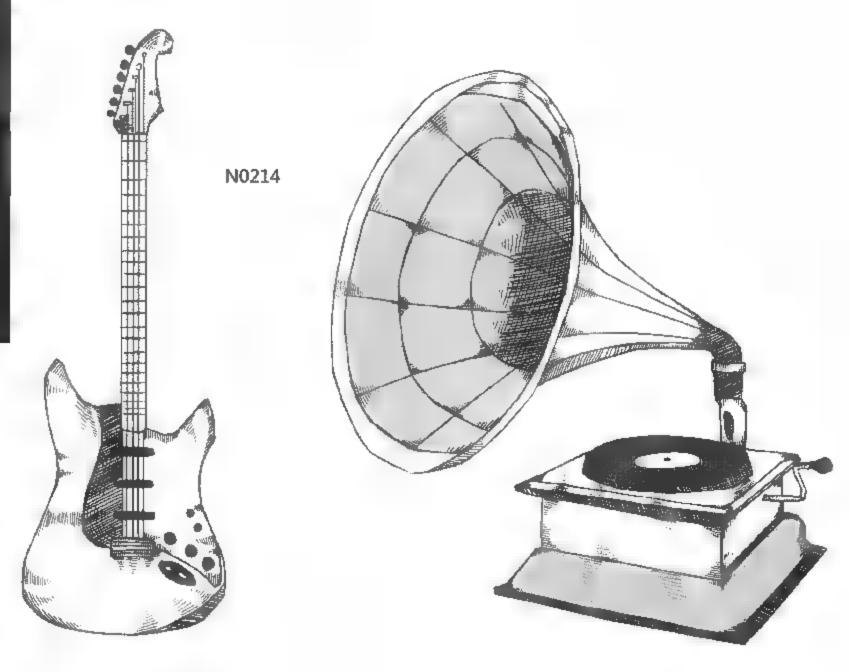




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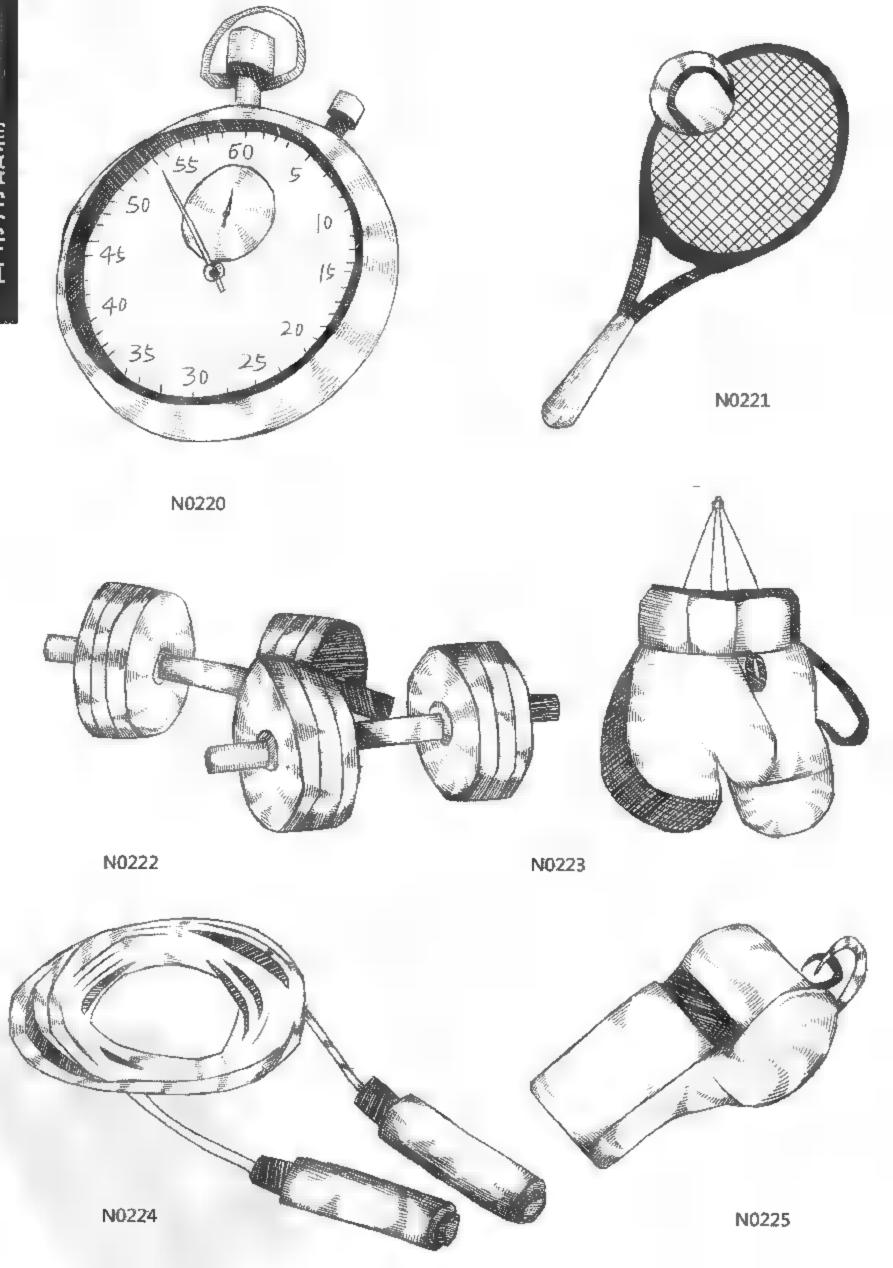


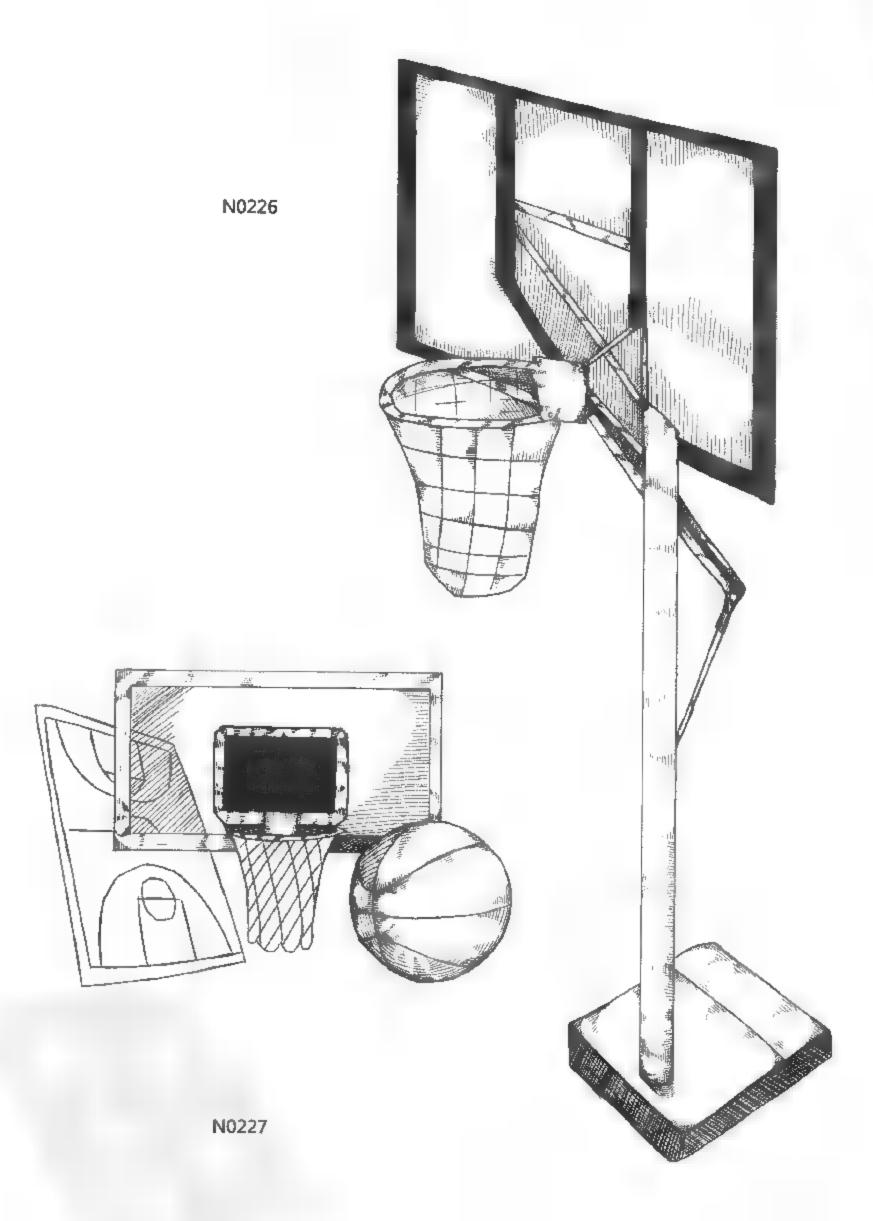


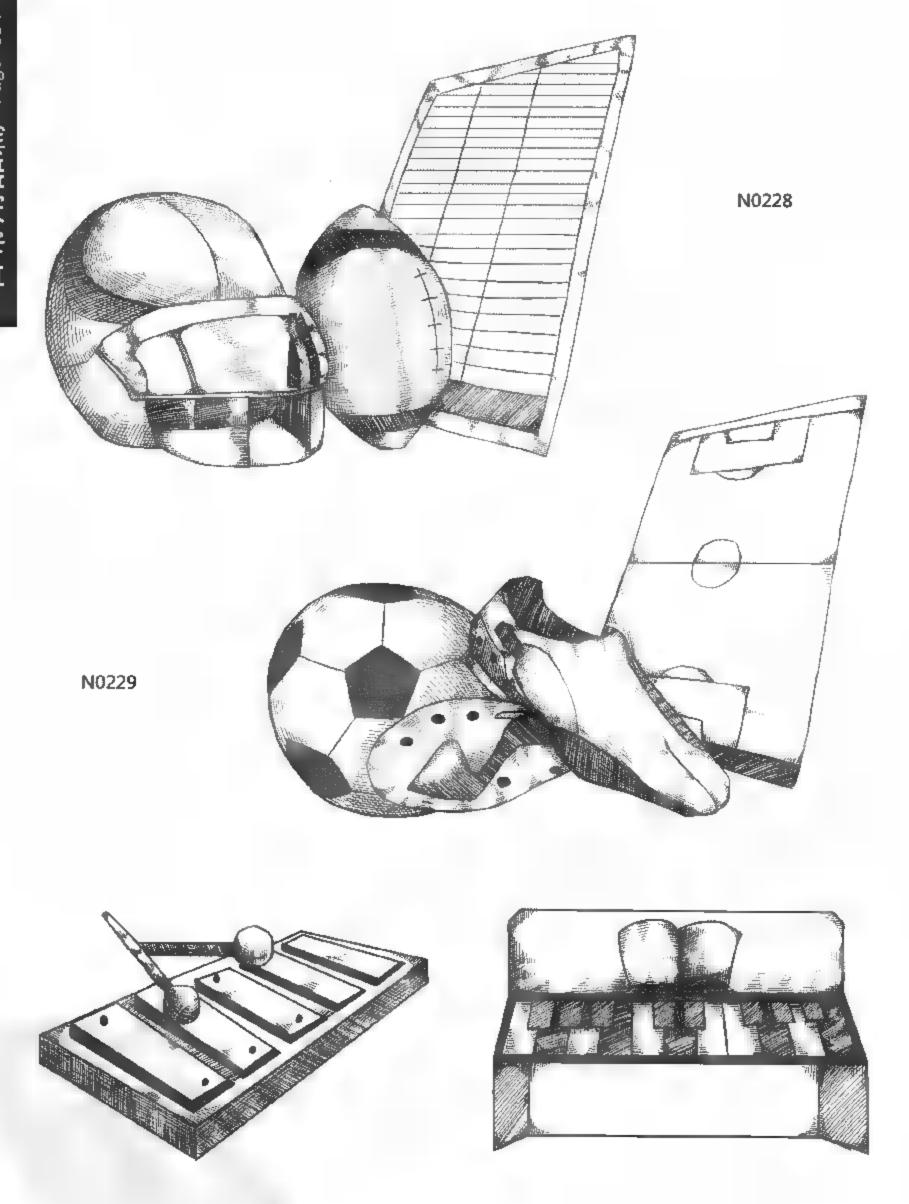
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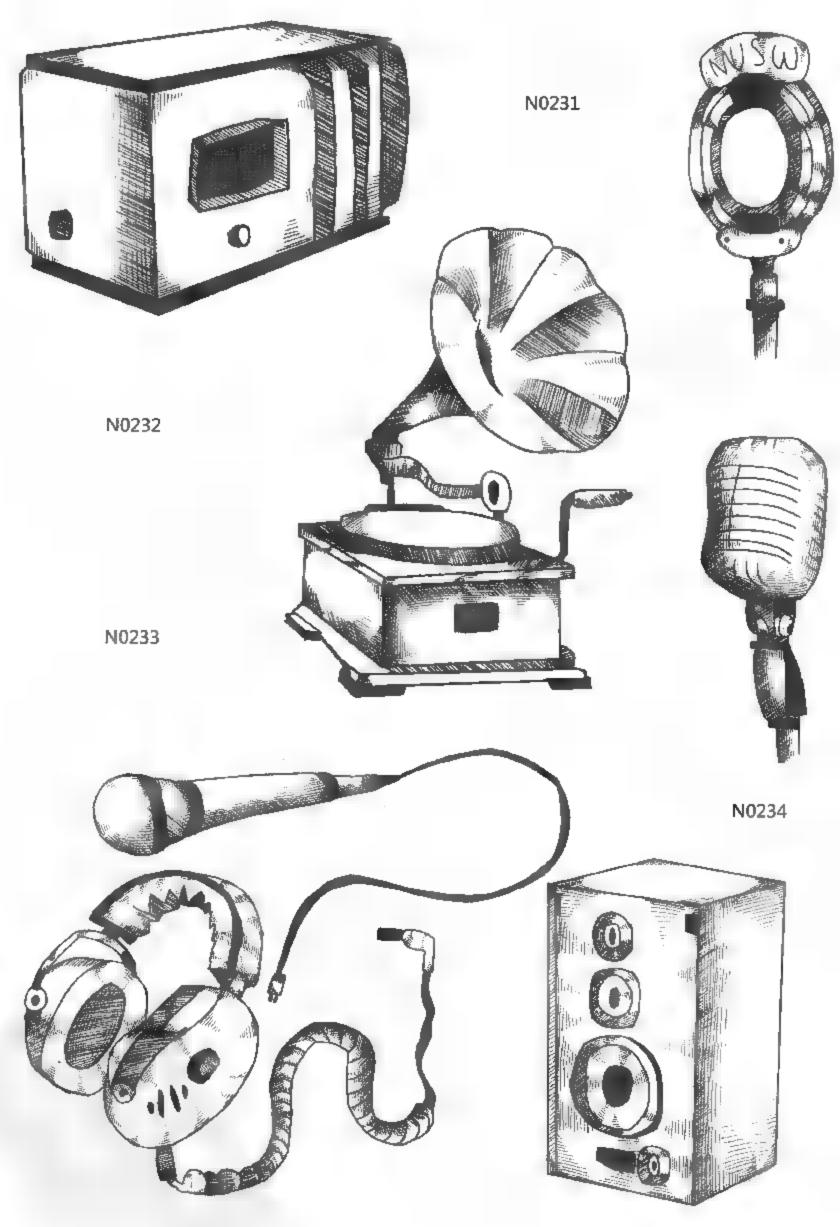




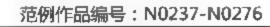


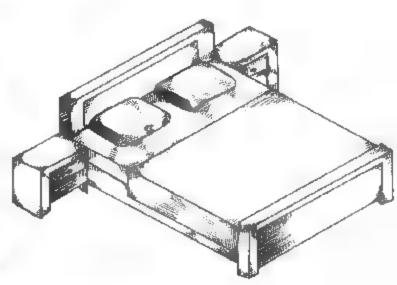


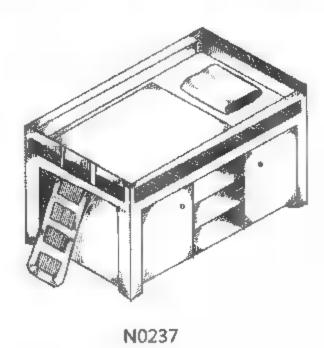


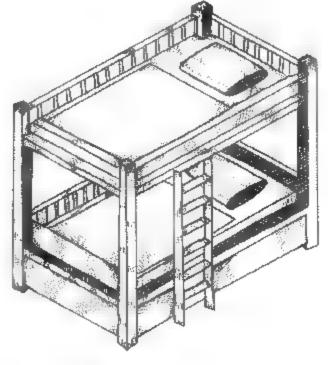


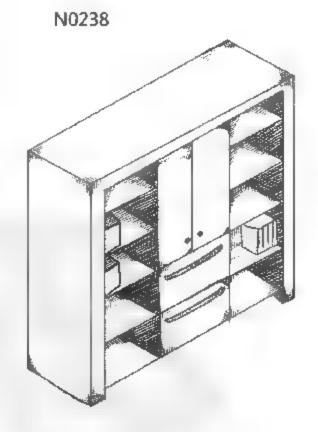
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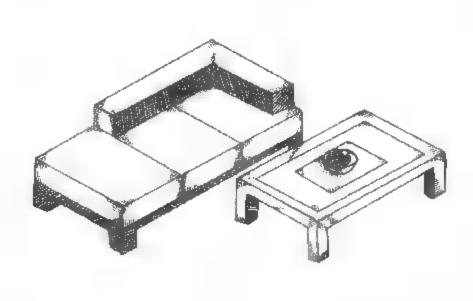


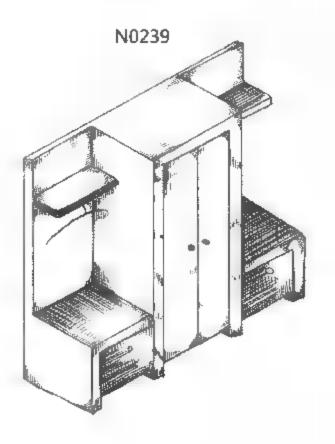


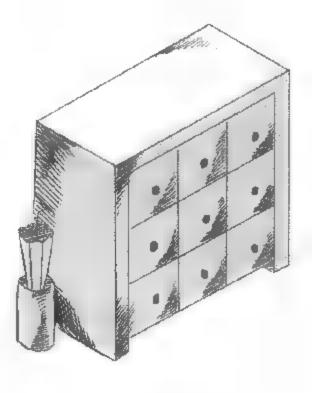




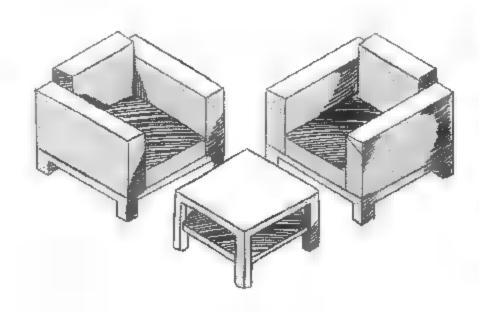




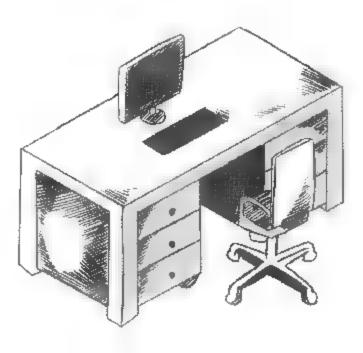




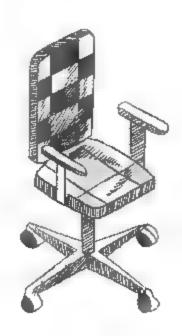
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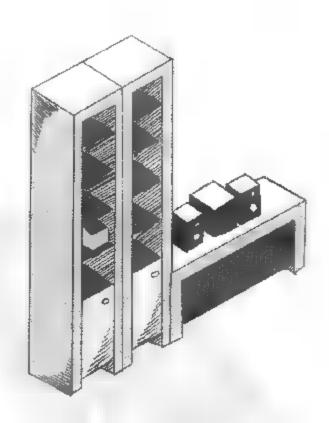
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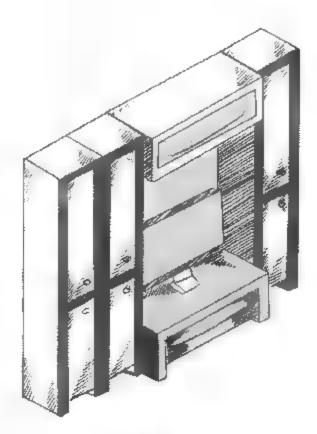
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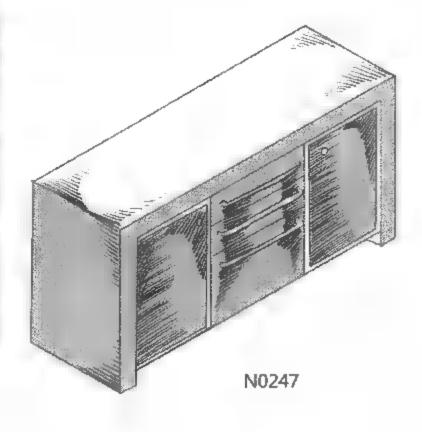
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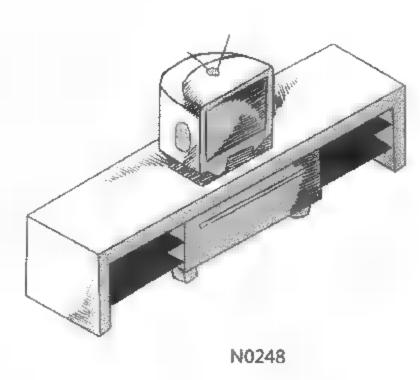


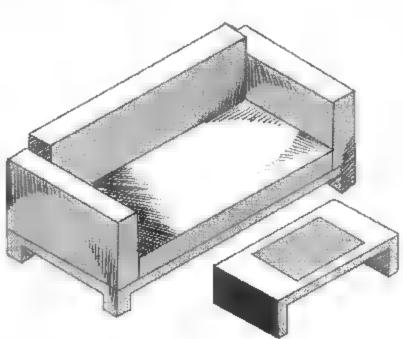
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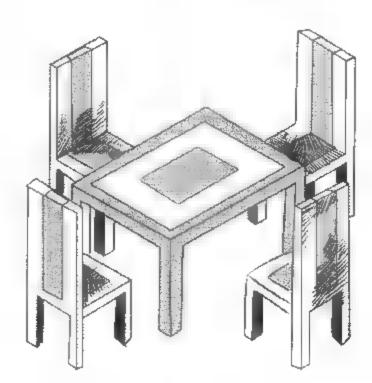


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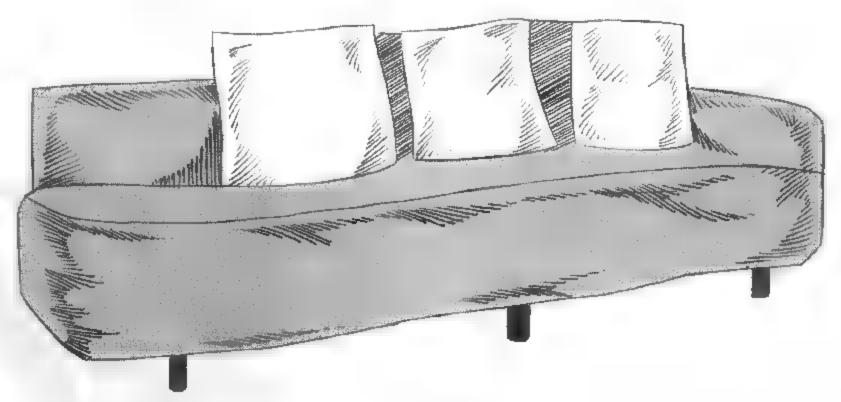






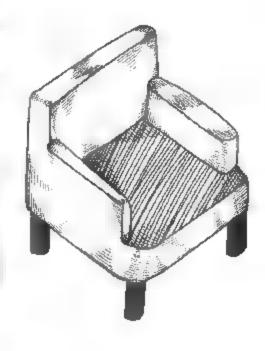


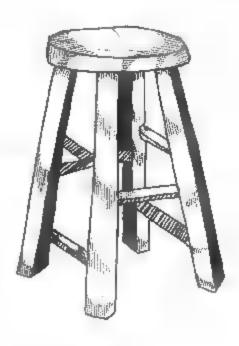
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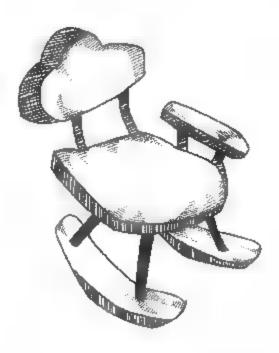




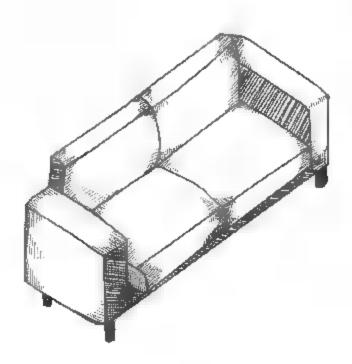


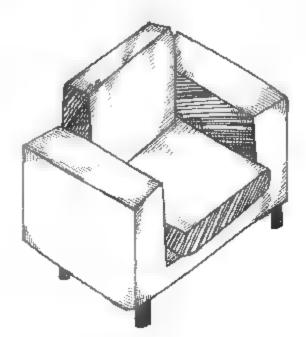


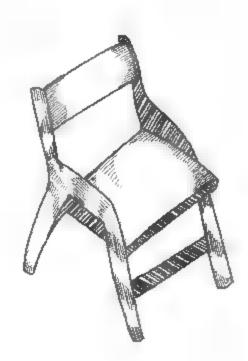




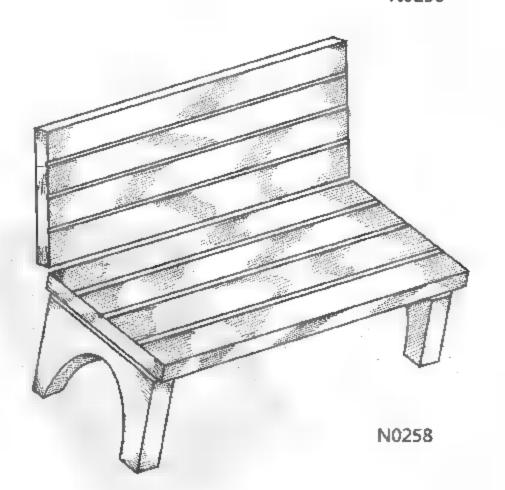
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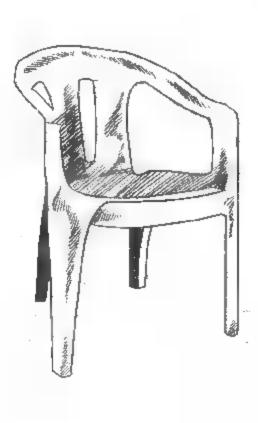


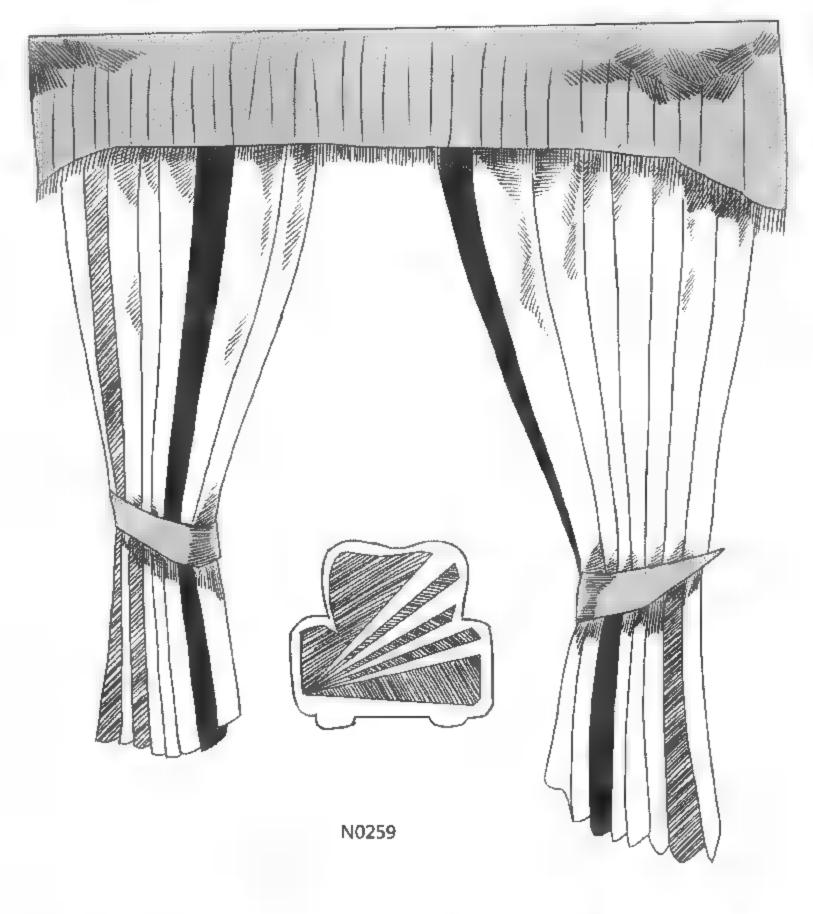


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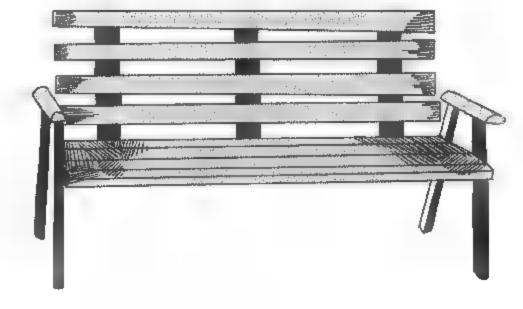




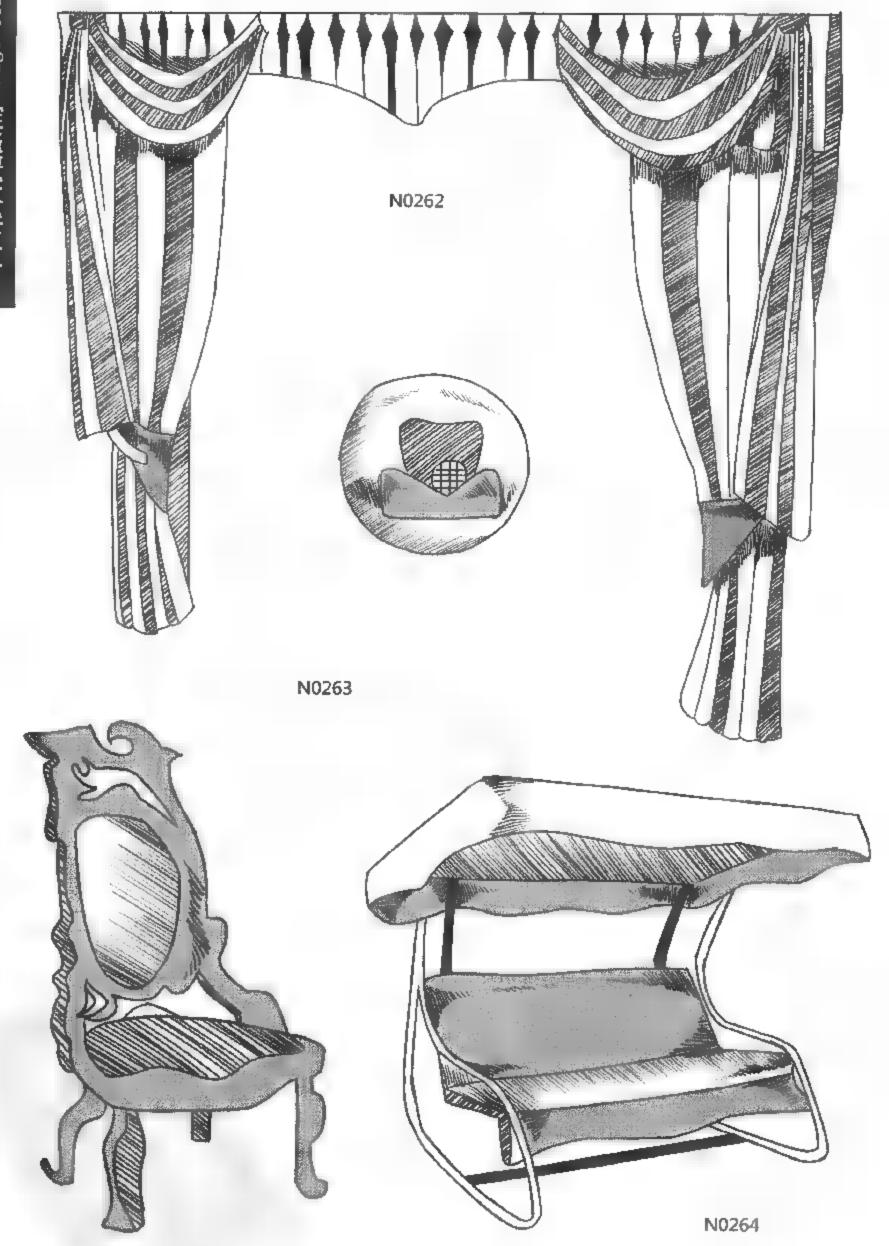


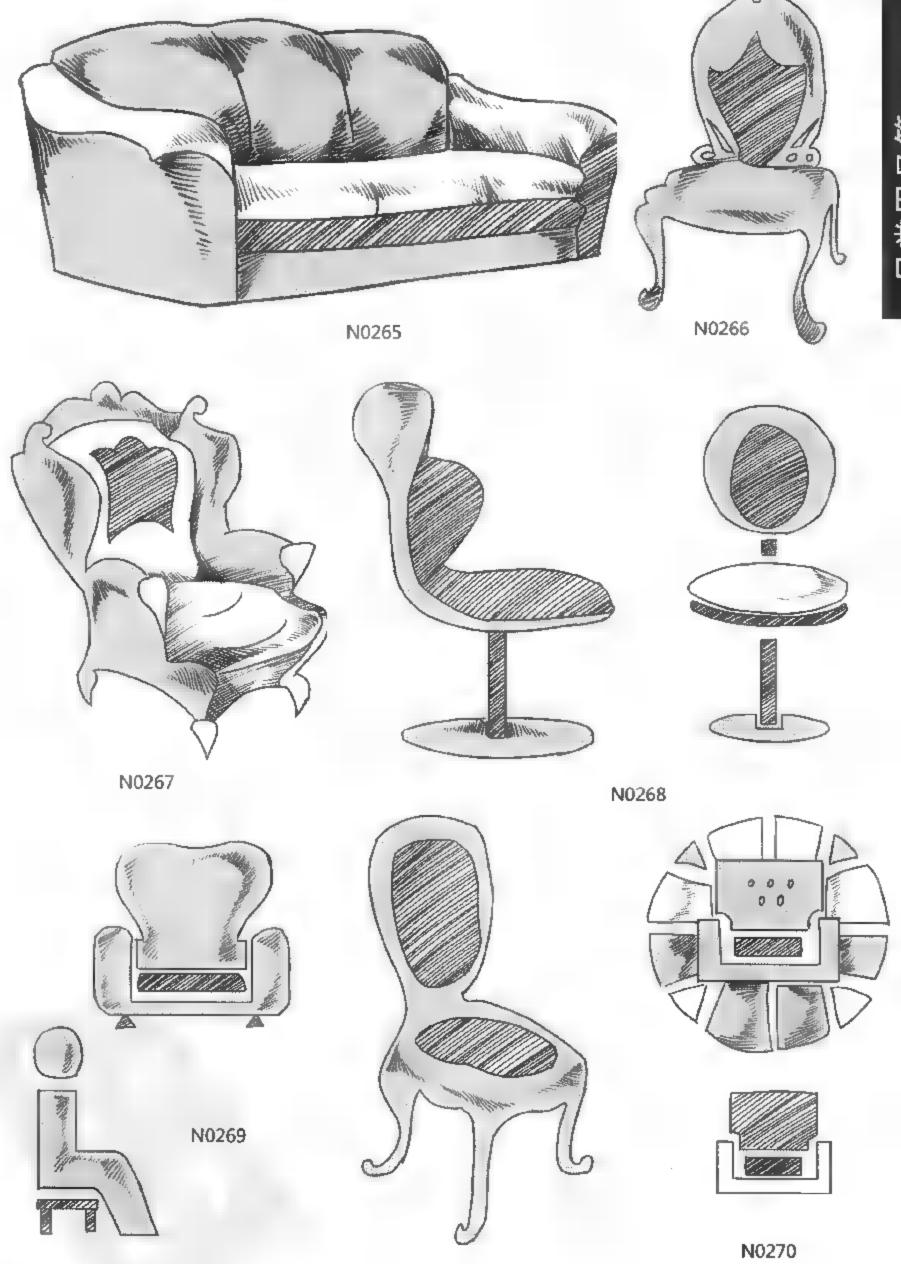


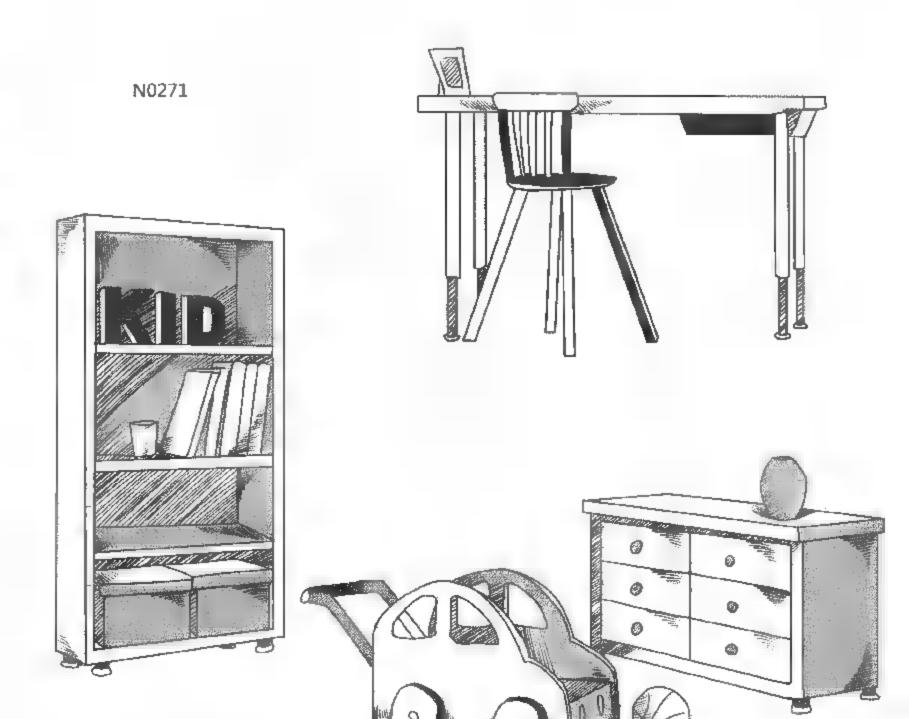


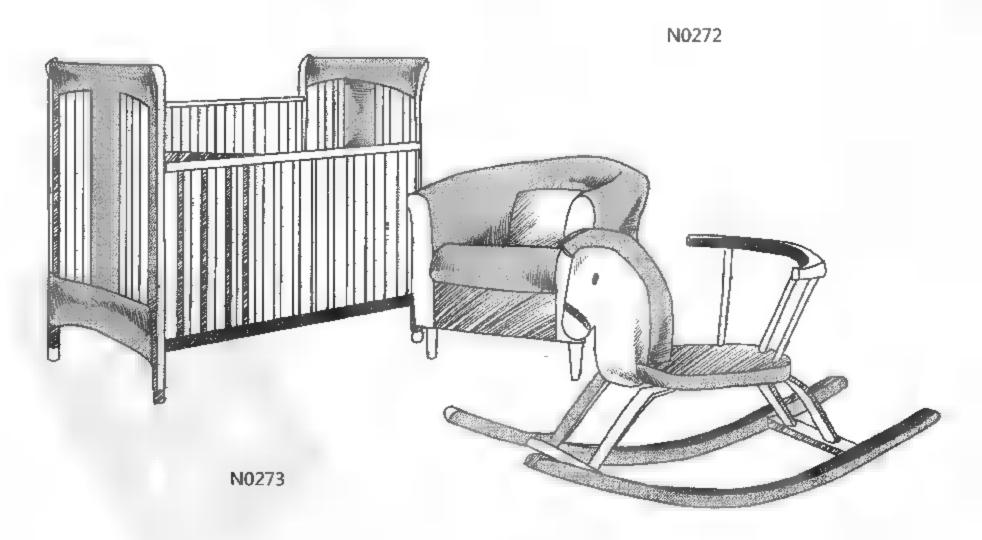


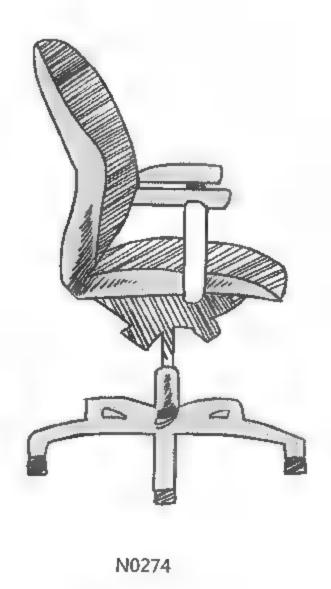
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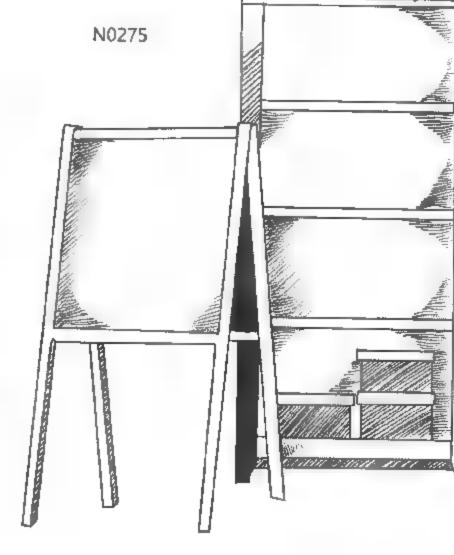


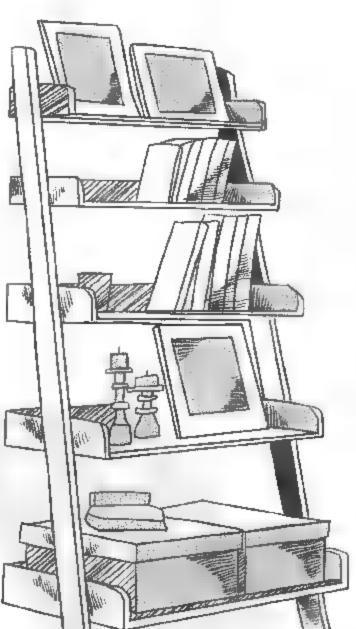


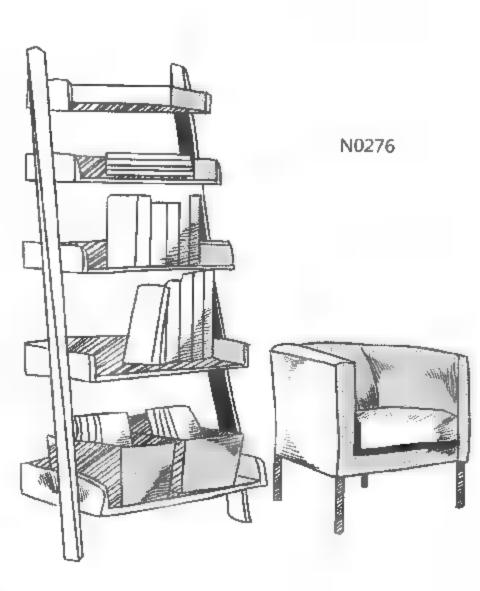






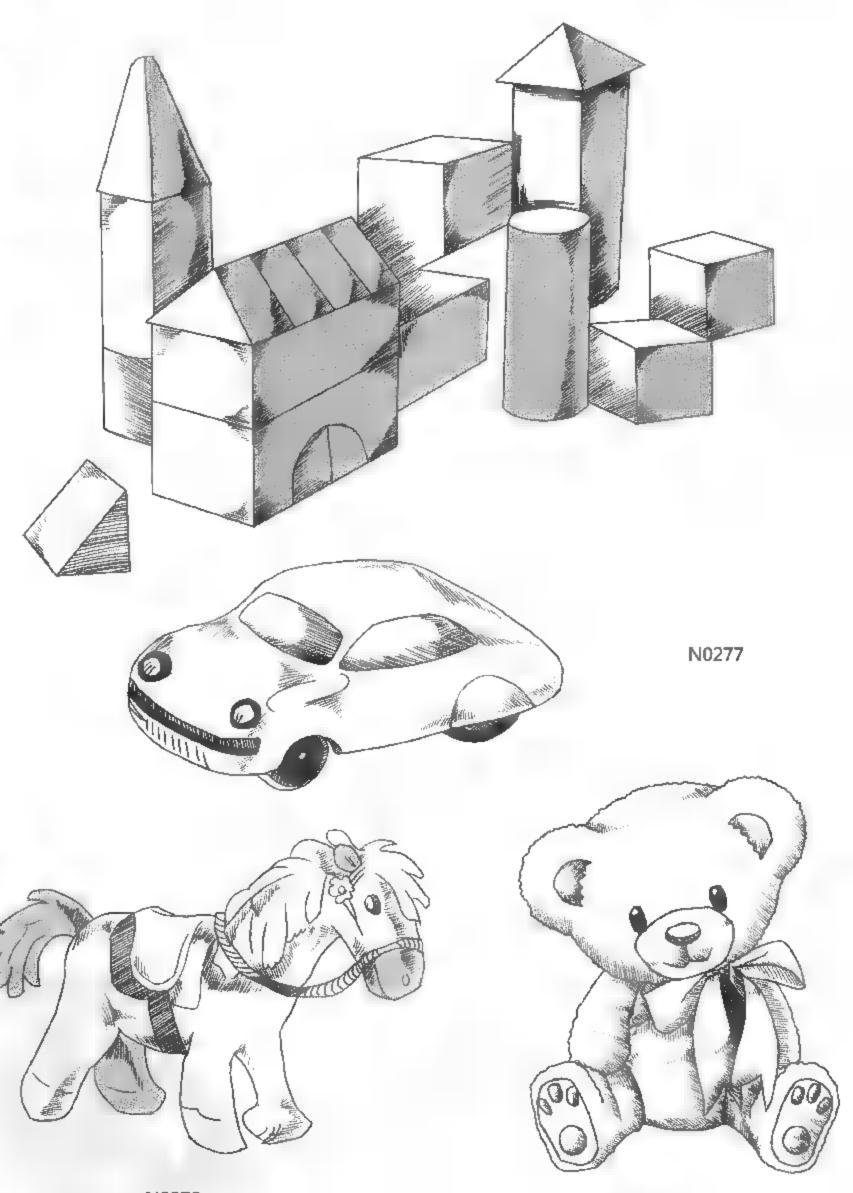




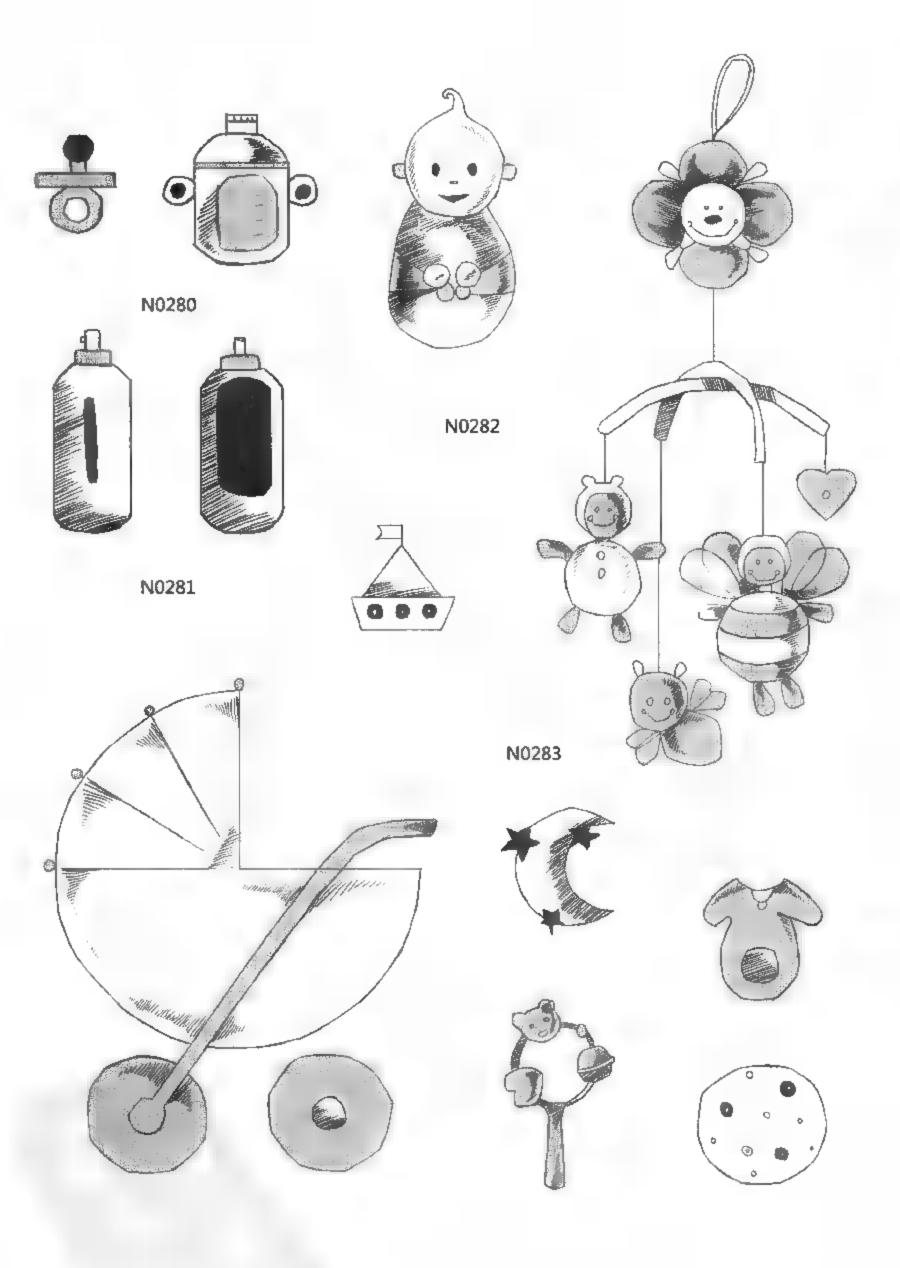




页数/Page: 066-070 范例作品编号: N0277-N0296

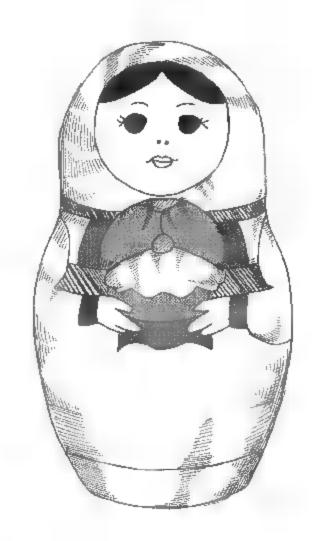


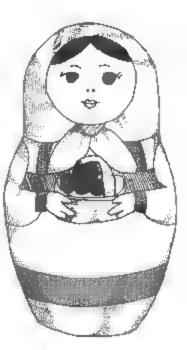
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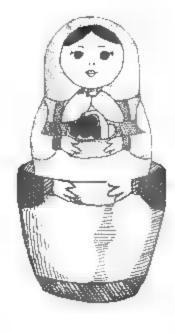


N0284 N0285

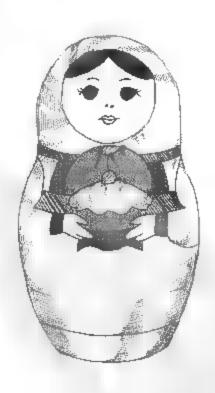


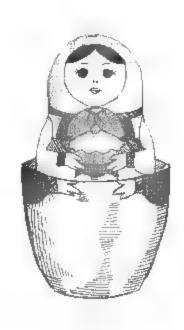






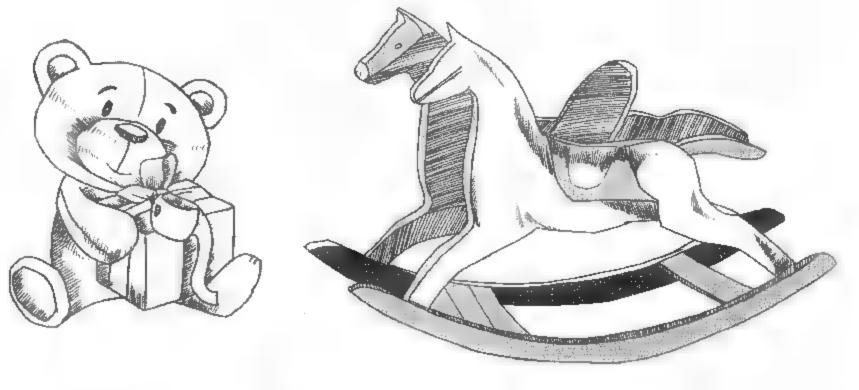


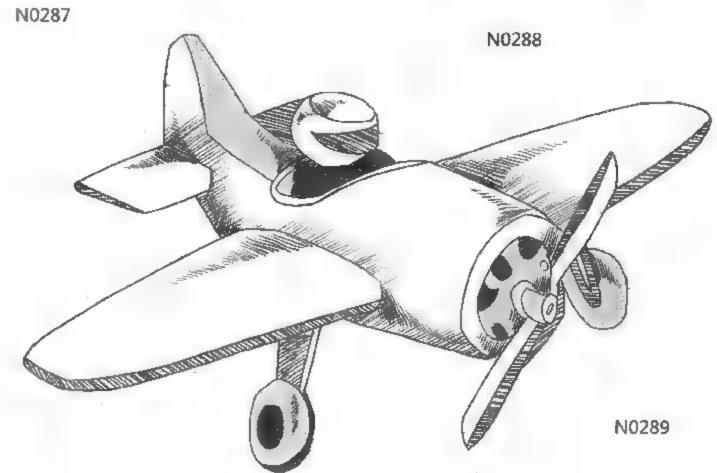


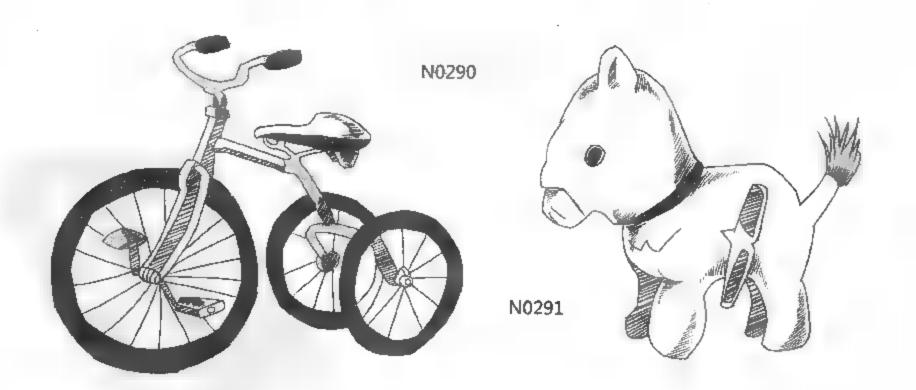


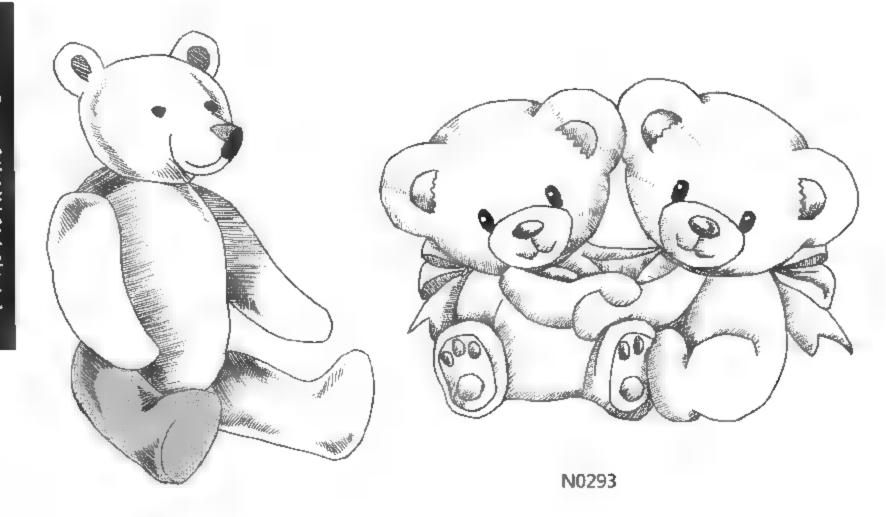


N0286









N0292





裝扮物品篇

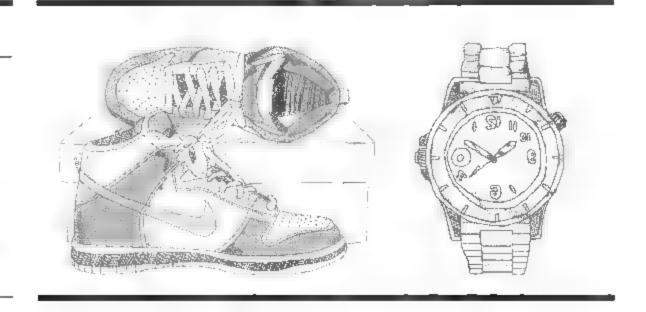
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本章简介

页数/Page: 071-102

范例作品编号: N0297-N0412

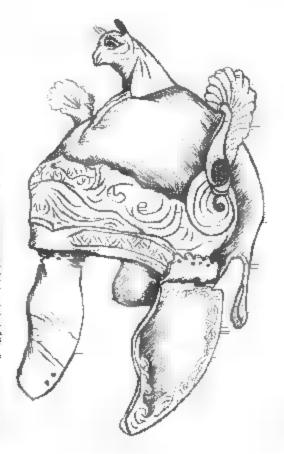
内容要点: 各种各样的装扮道 具是我们经常在动 漫作■中见到的物 品,本章我们来欣 赏一下这些有意思

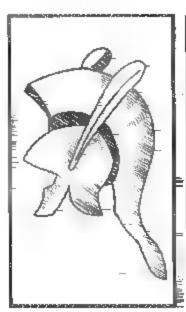


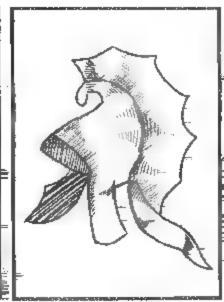


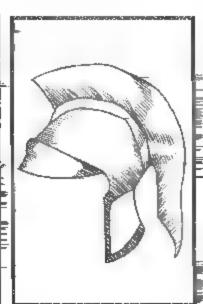


装扮物品是动漫作品中用以表现动漫形象所必需的物品。经过一系列的打扮和修饰。会打造出成功的动漫形象,这也是装扮物品在动漫中不可取代的重要作用。

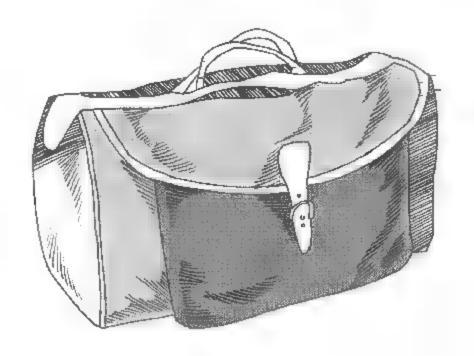


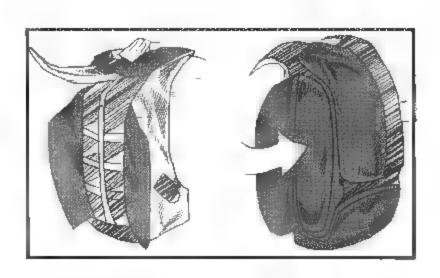




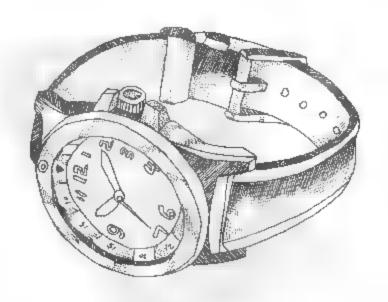


在绘制头饰时可以灰一些简单的造型入手,把握其处形特征,在此基础上展开丰富的想象力并加以描绘,这样造型独特、新颖的头部装扮就绘制完成了。



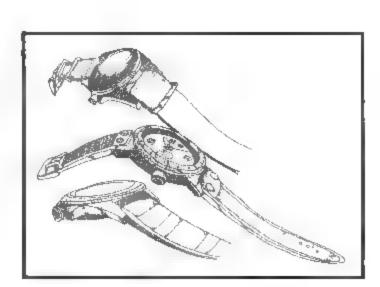


日常生活用品也是装扮动漫形象的一大看点, 在绘制时,我们可以从不同角度对物品进行描绘, 以此来增加物品的真实性。



在绘制比较繁琐的物品时。注意视角 的把握。

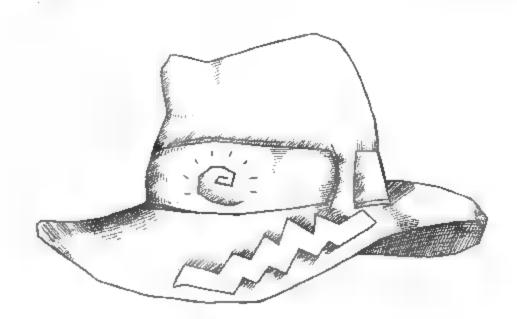
另外要注意物品 的细节部分及质感的 表现。

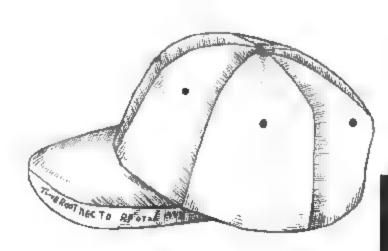




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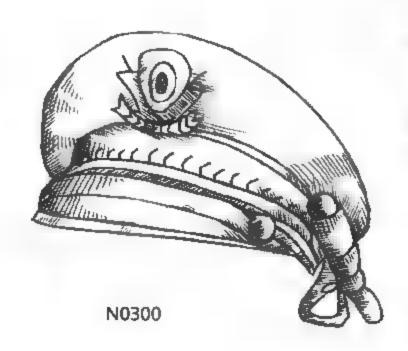


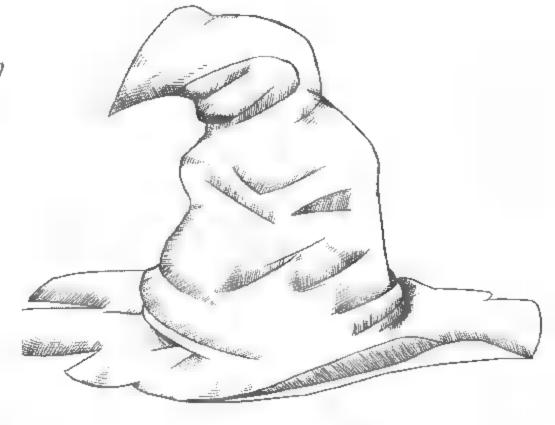
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N0297

N0298

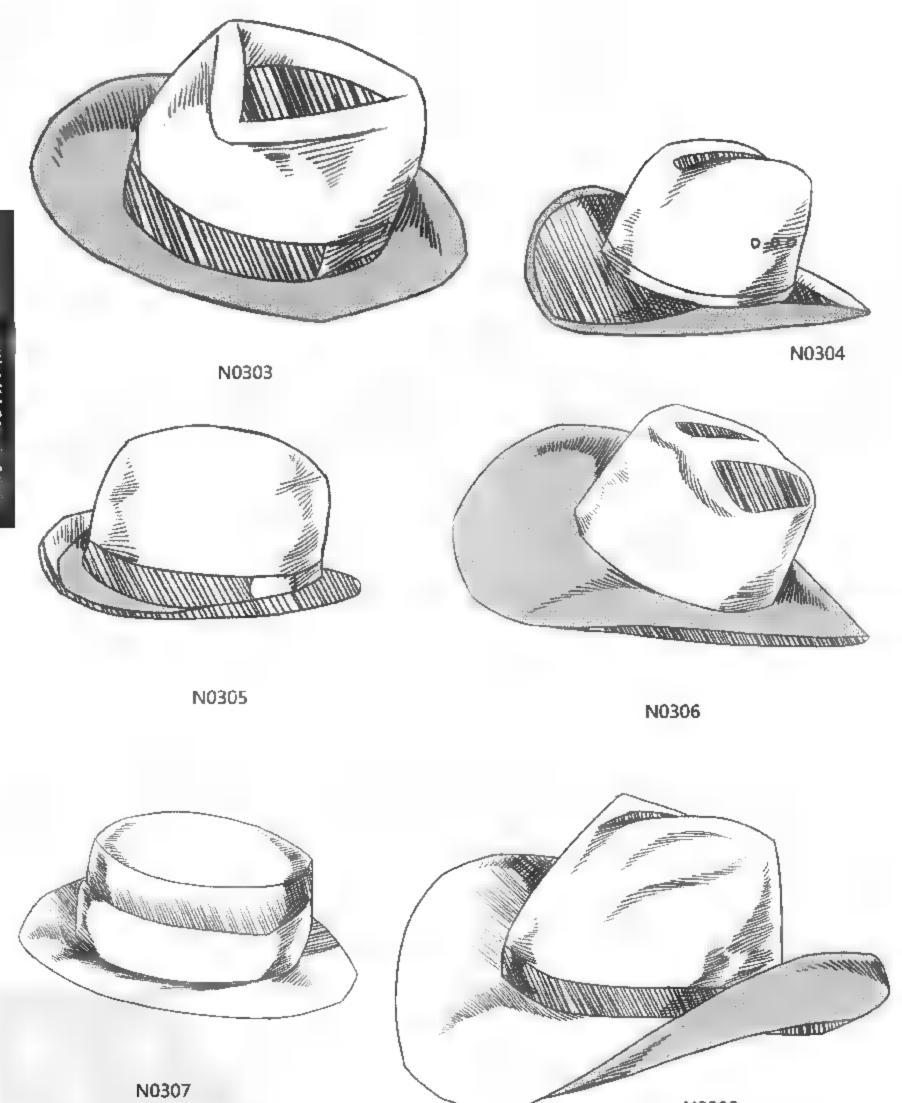


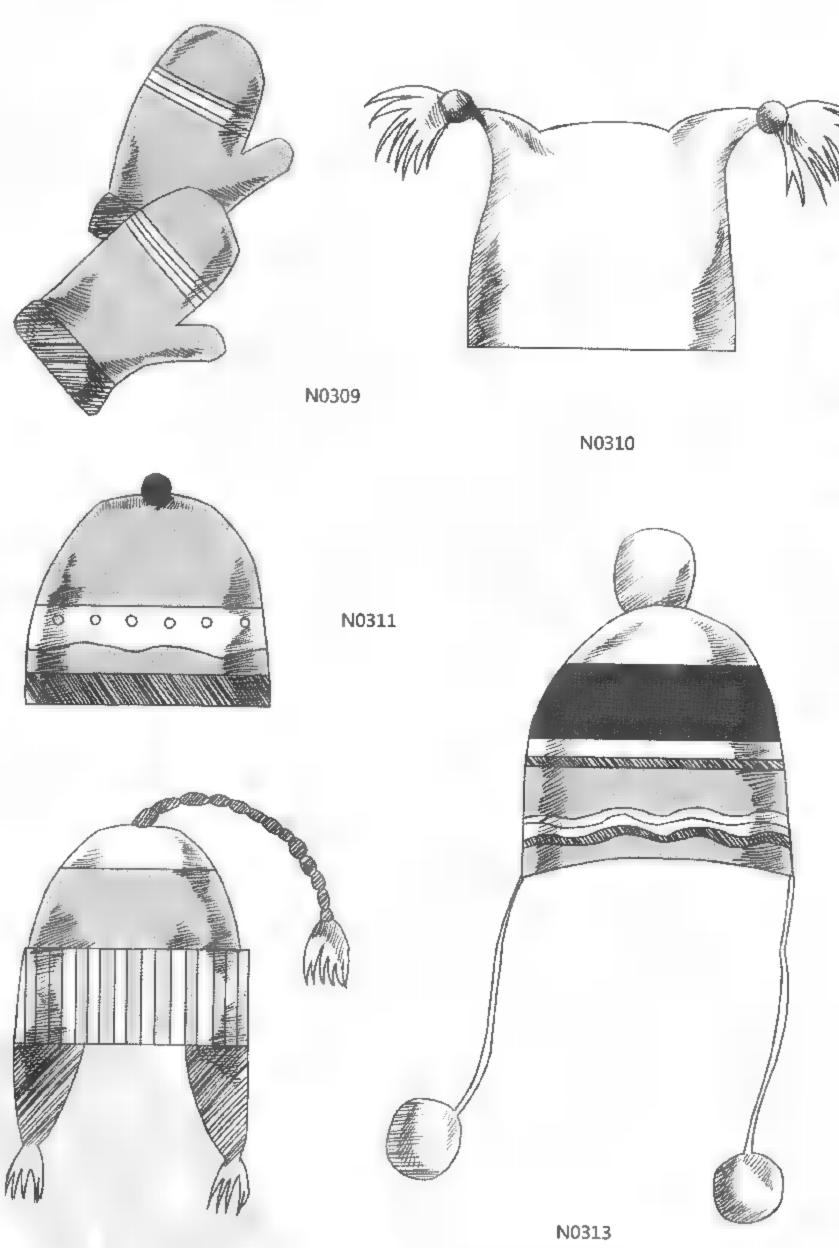


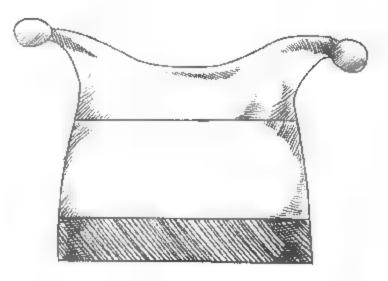


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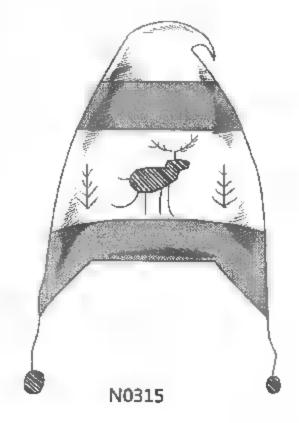
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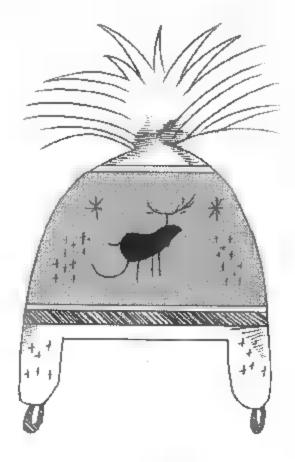




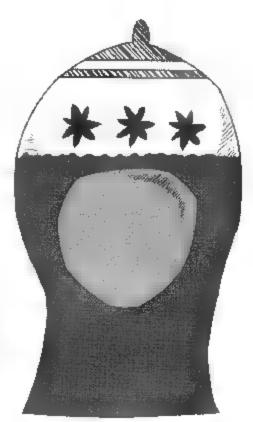


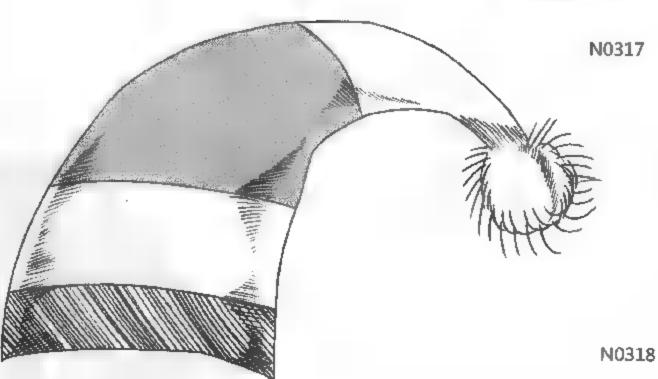
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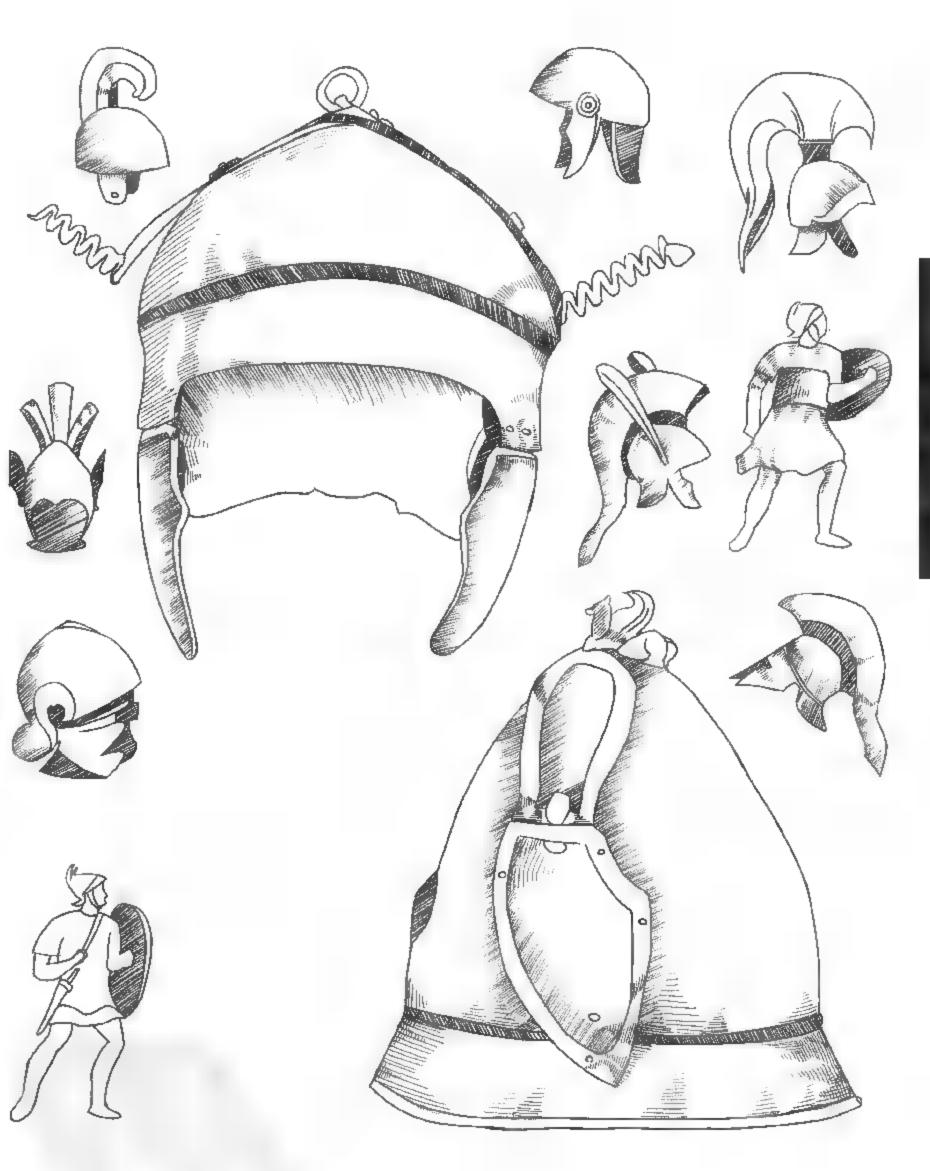




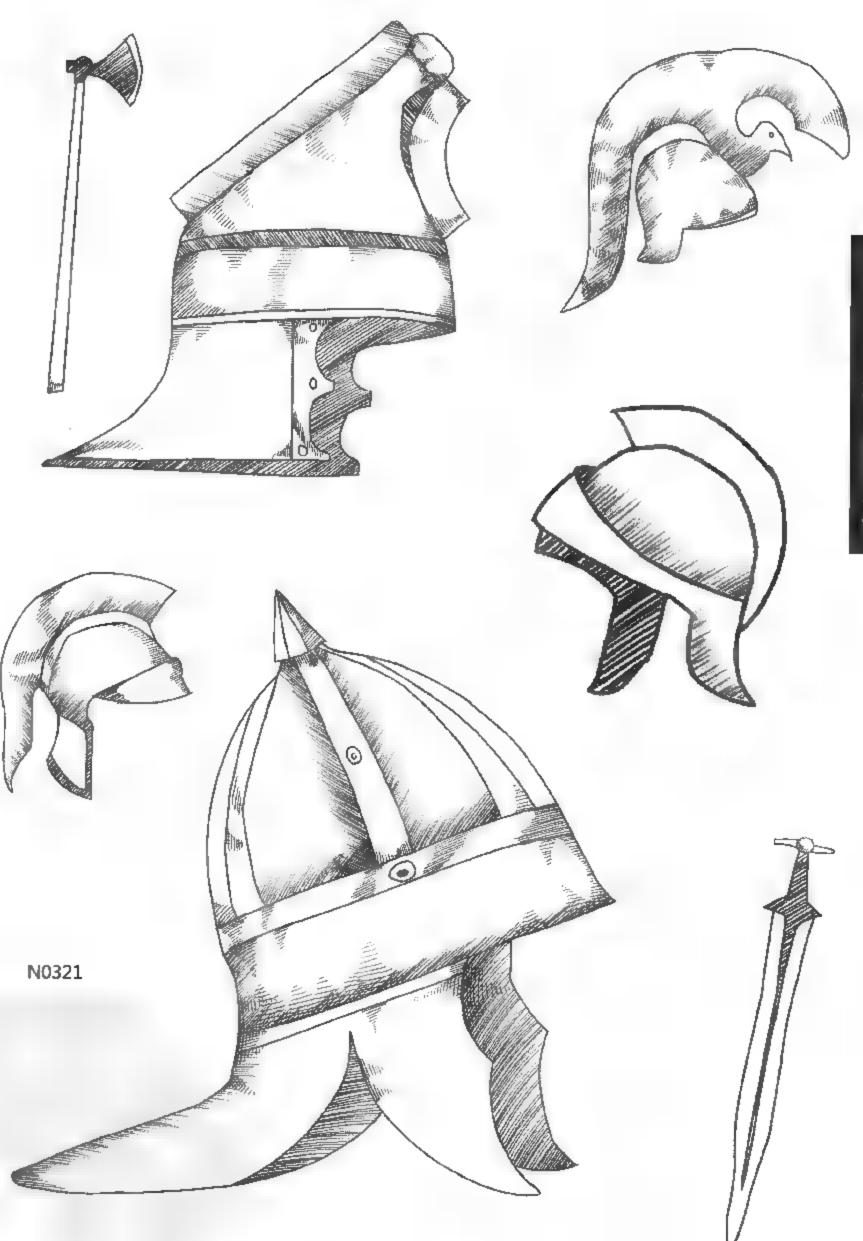
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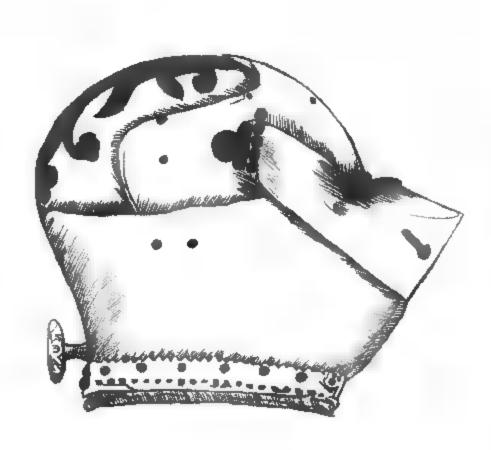




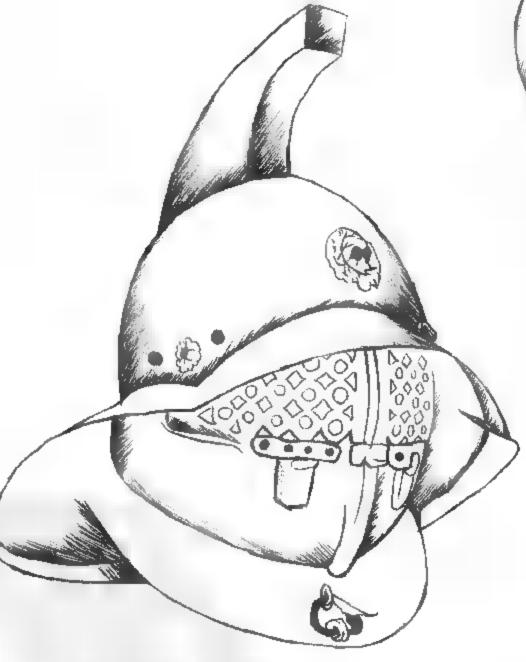


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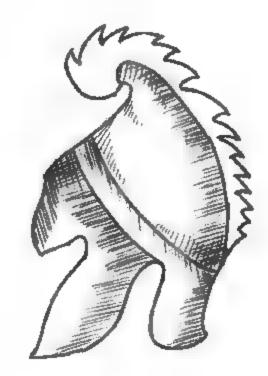


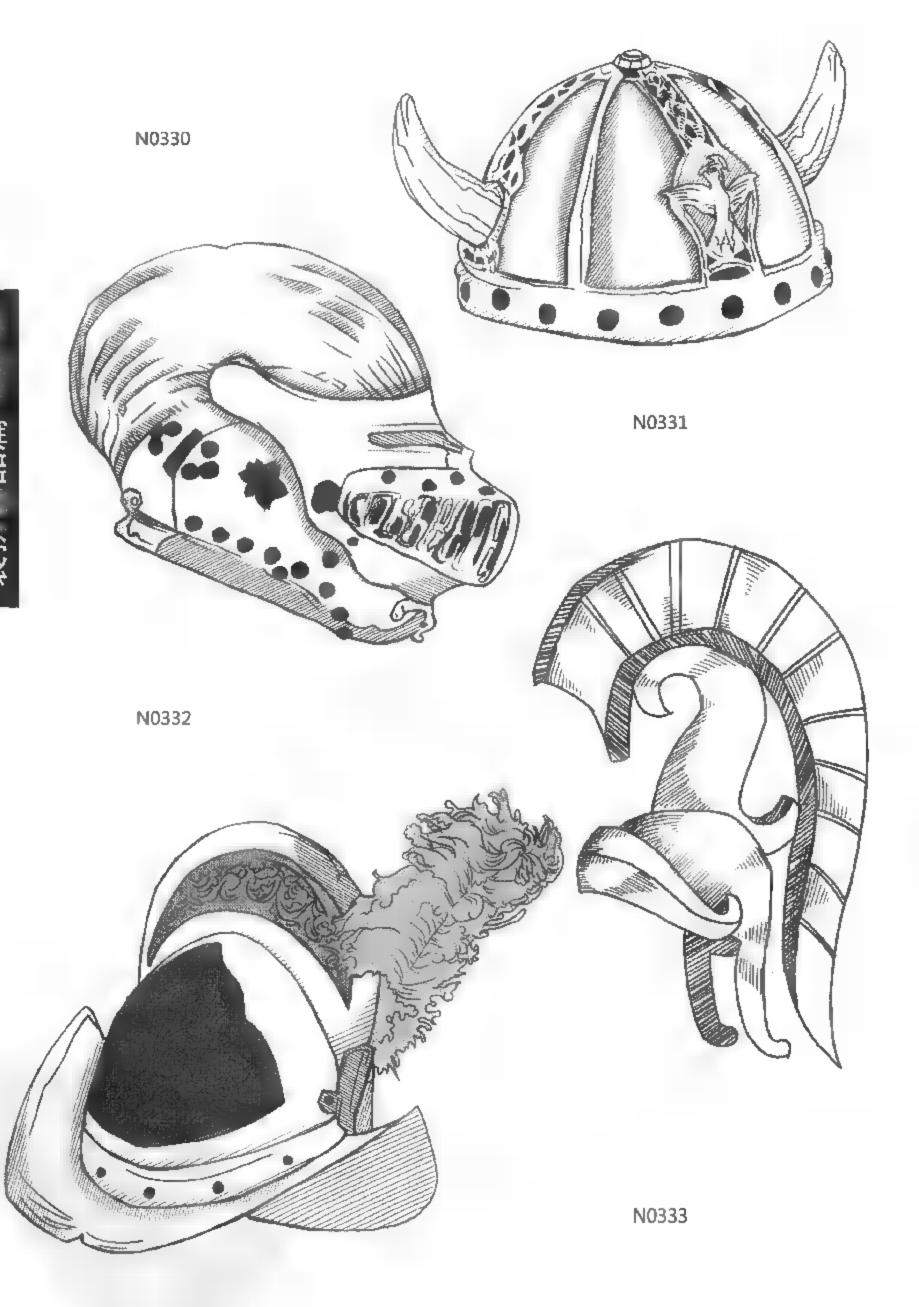
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N0328 N0329

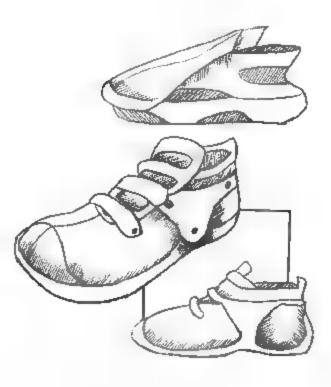




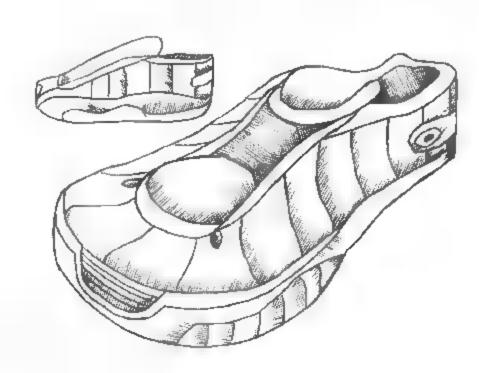




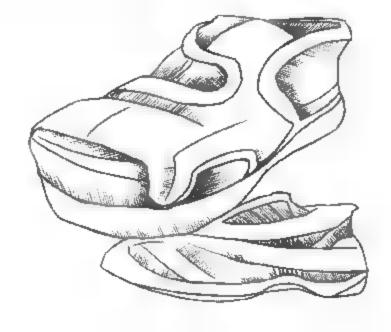
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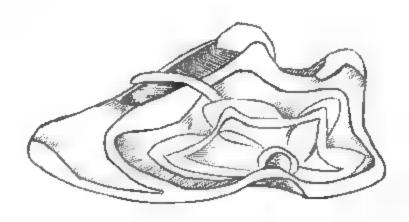


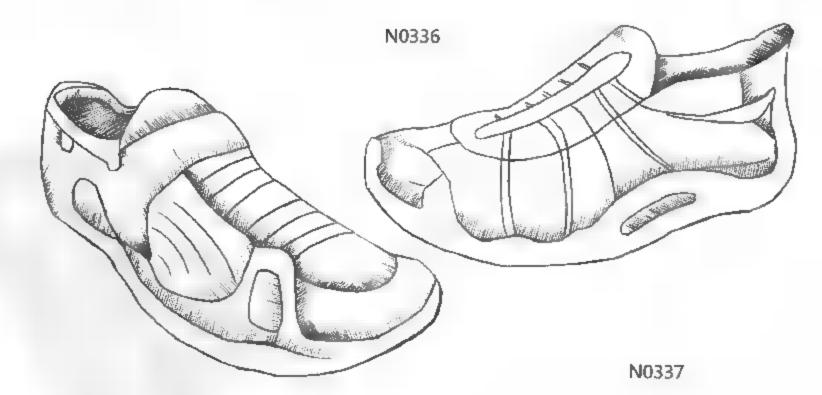
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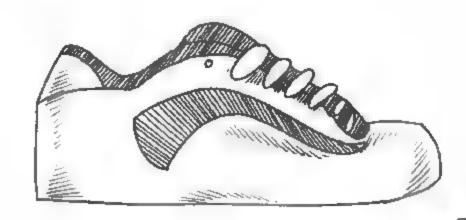






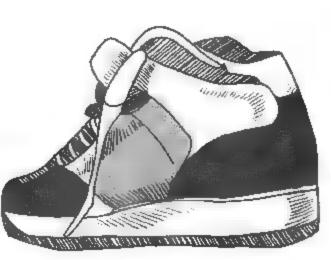






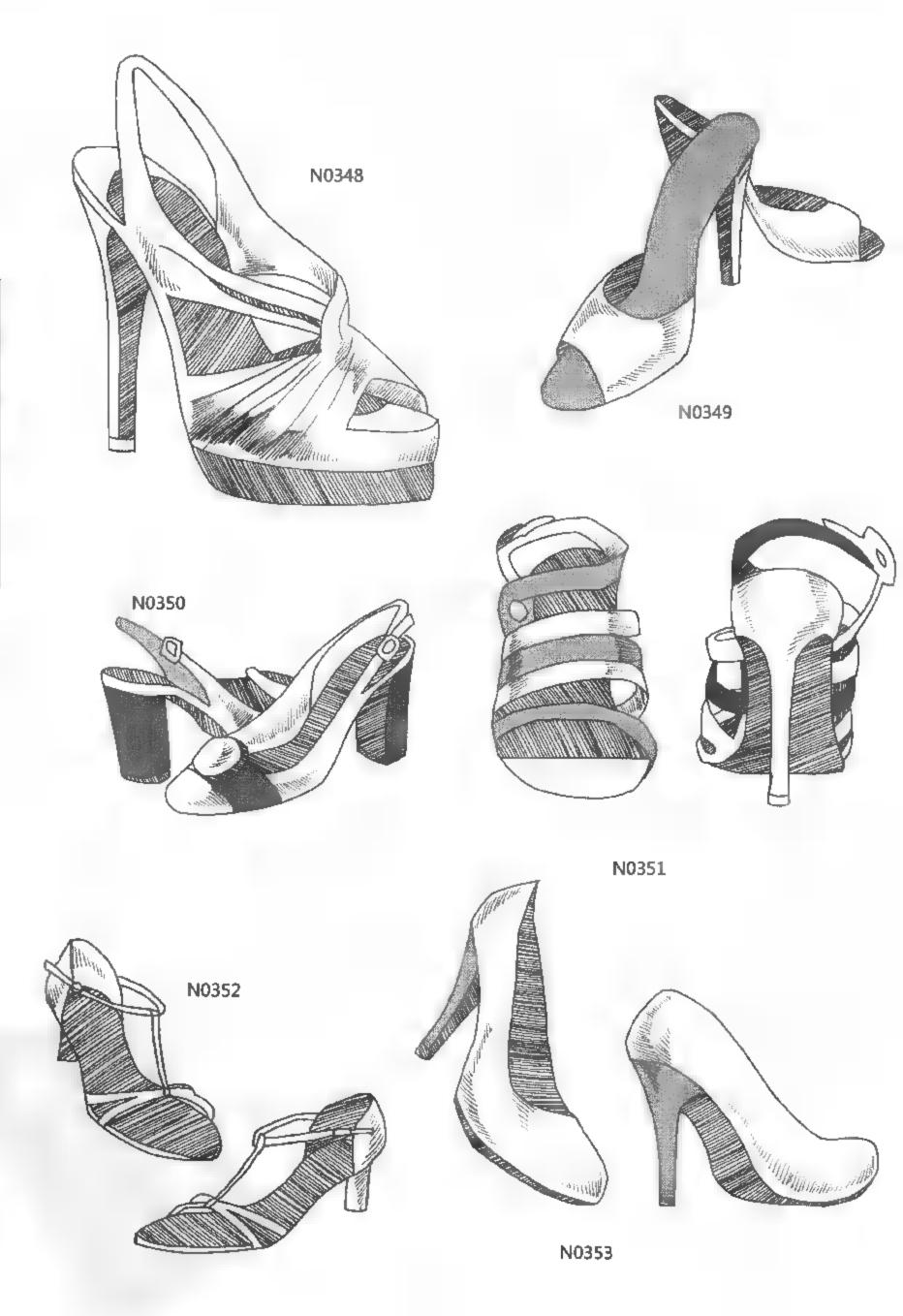
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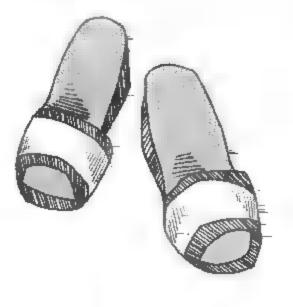




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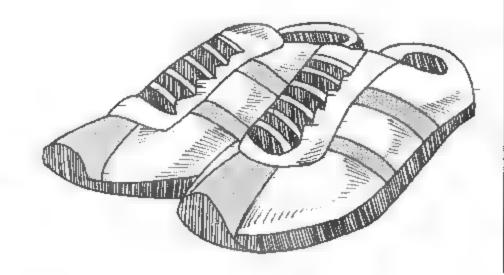




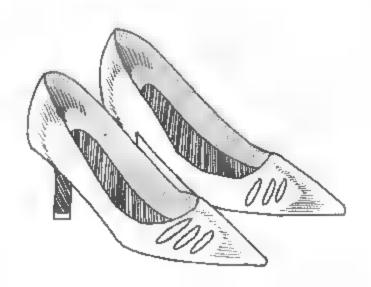


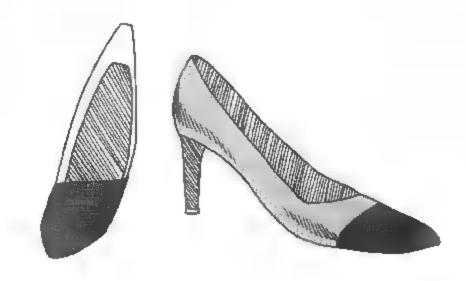




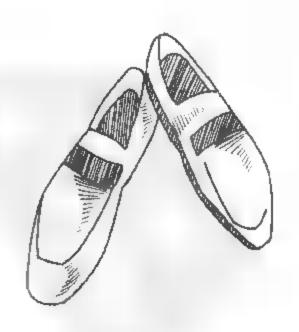


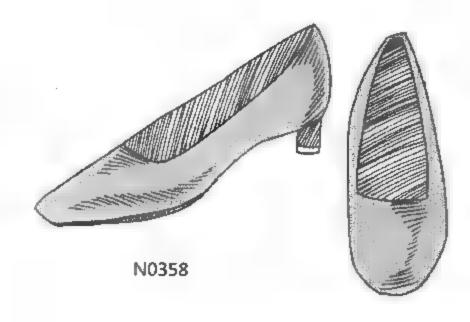
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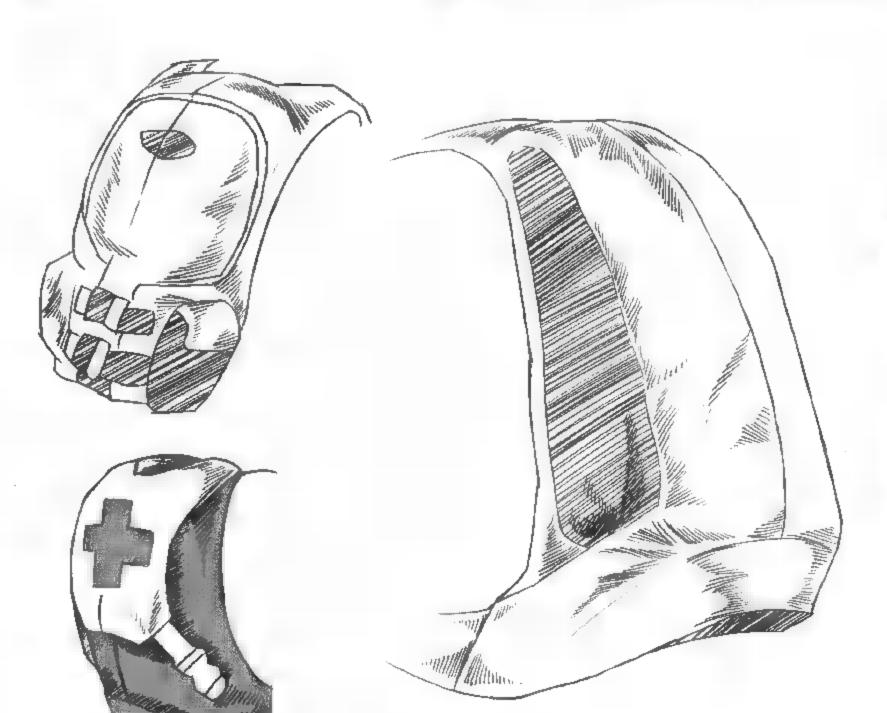




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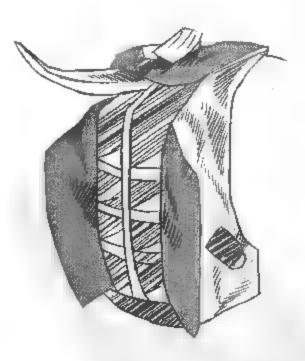


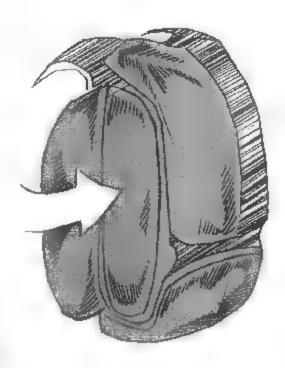


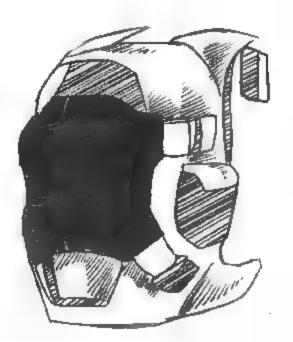


页数/Page: 091-097

N0365







N0366

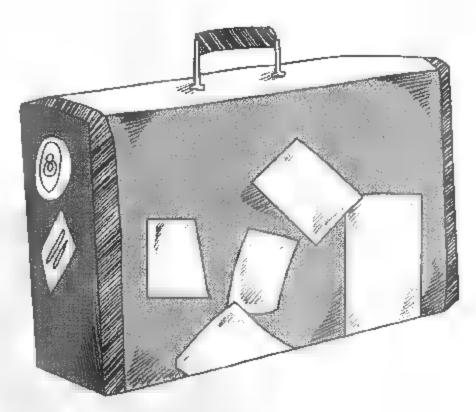




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N0368



N0369



N0370



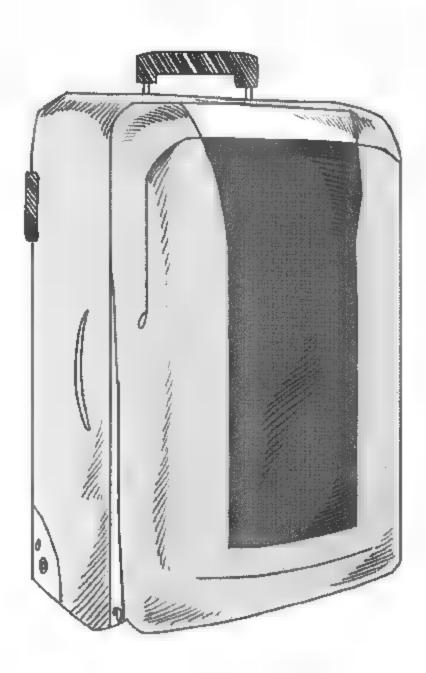
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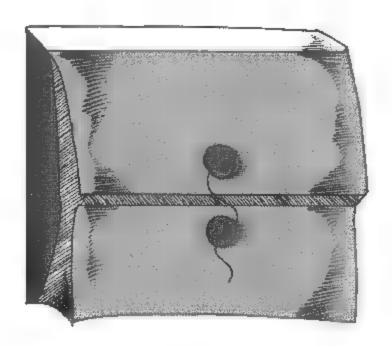


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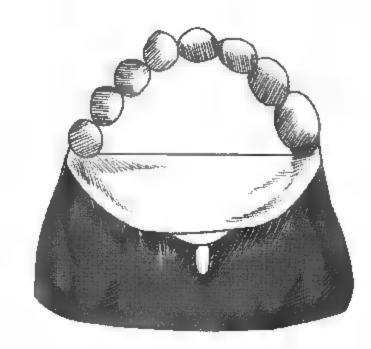


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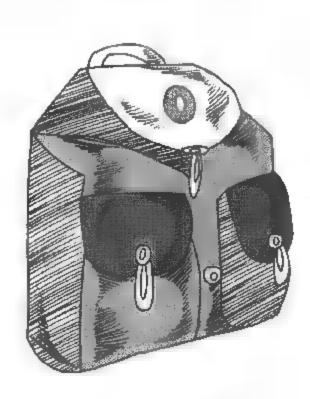
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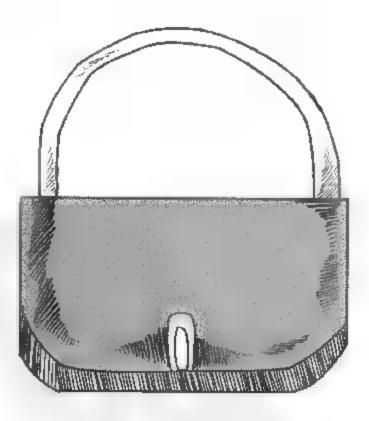


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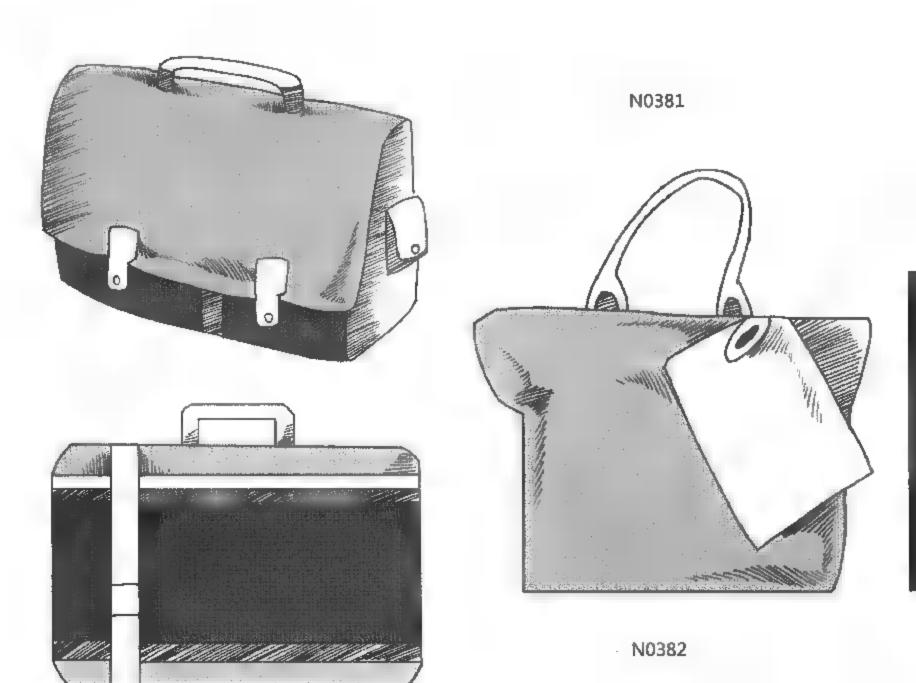


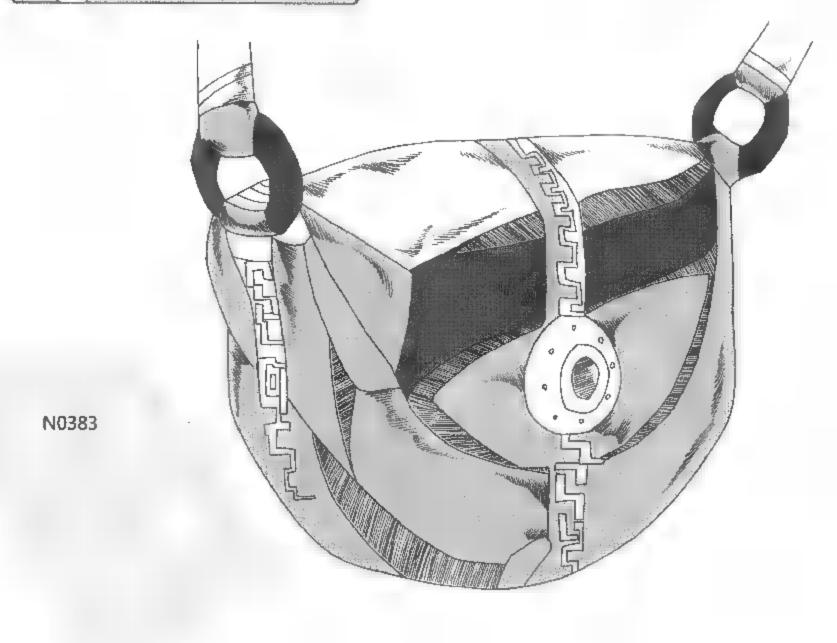


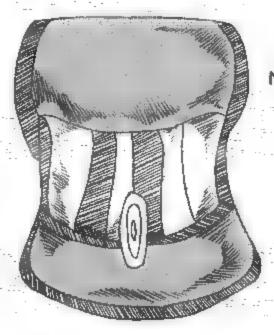
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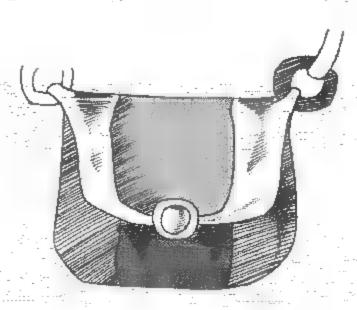


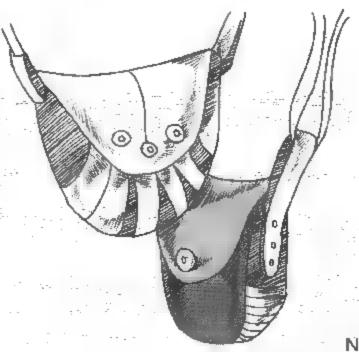




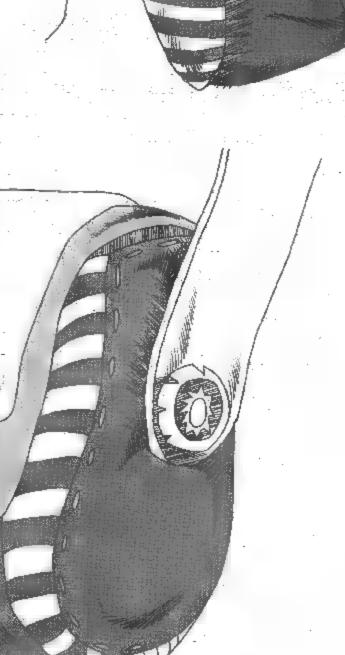
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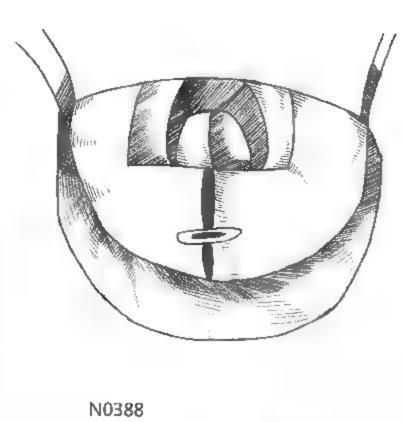




cckolundh

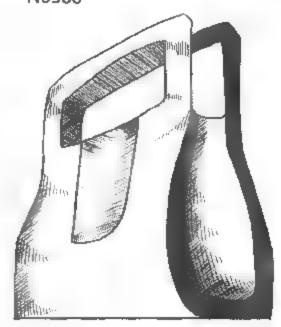


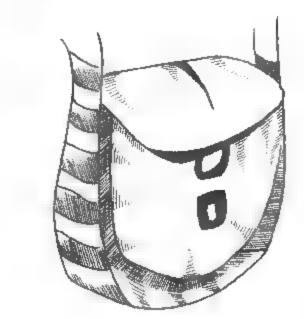




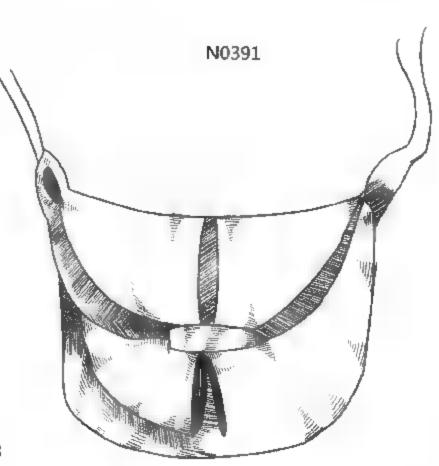




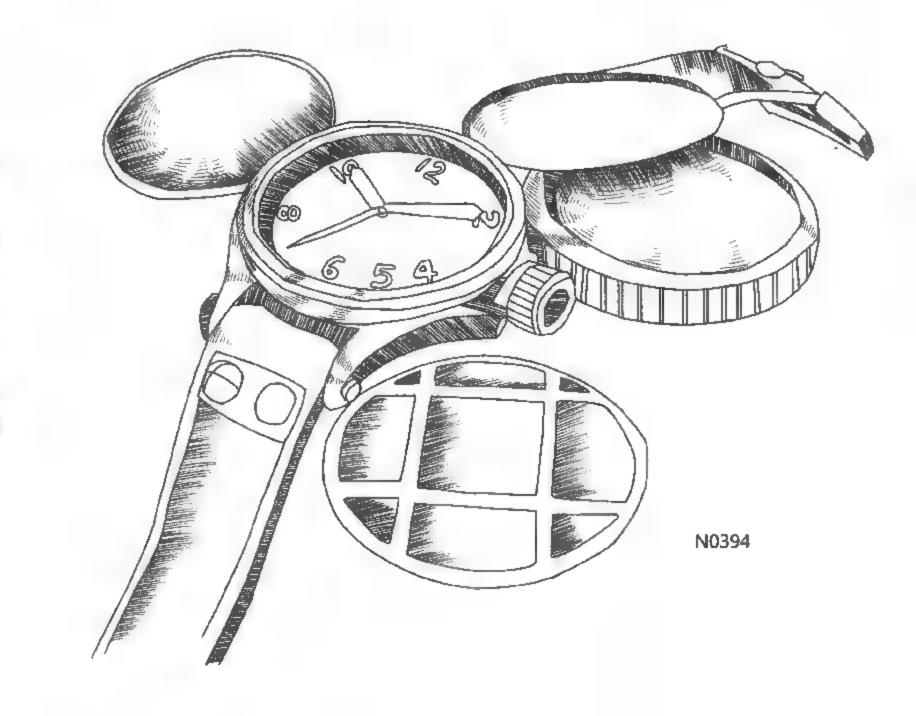


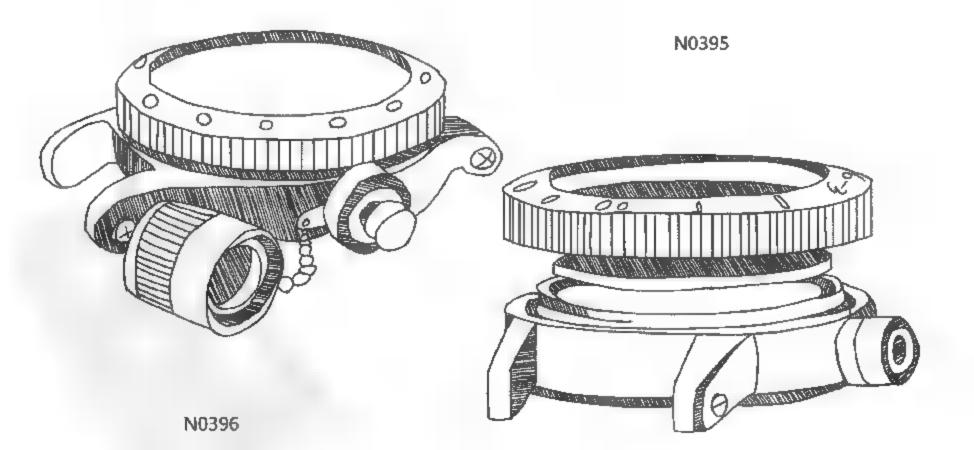


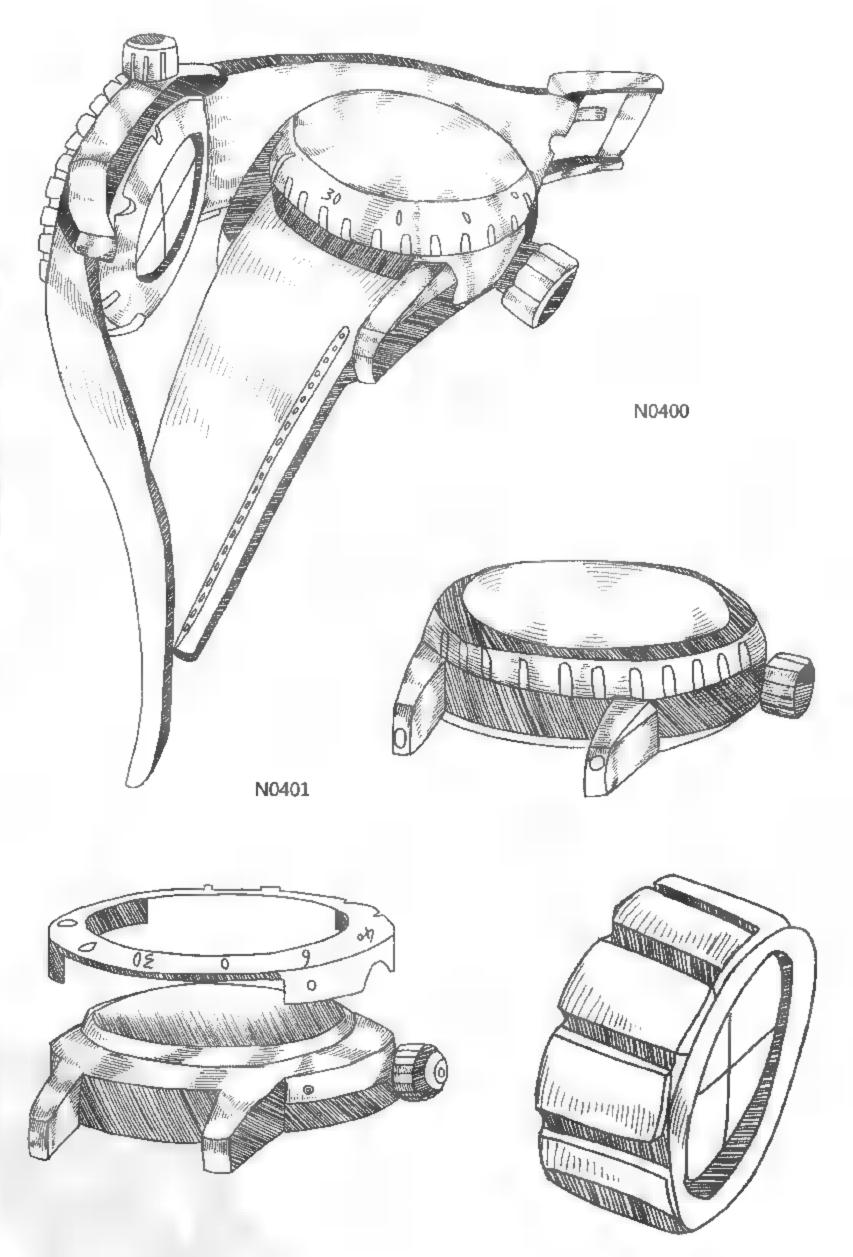


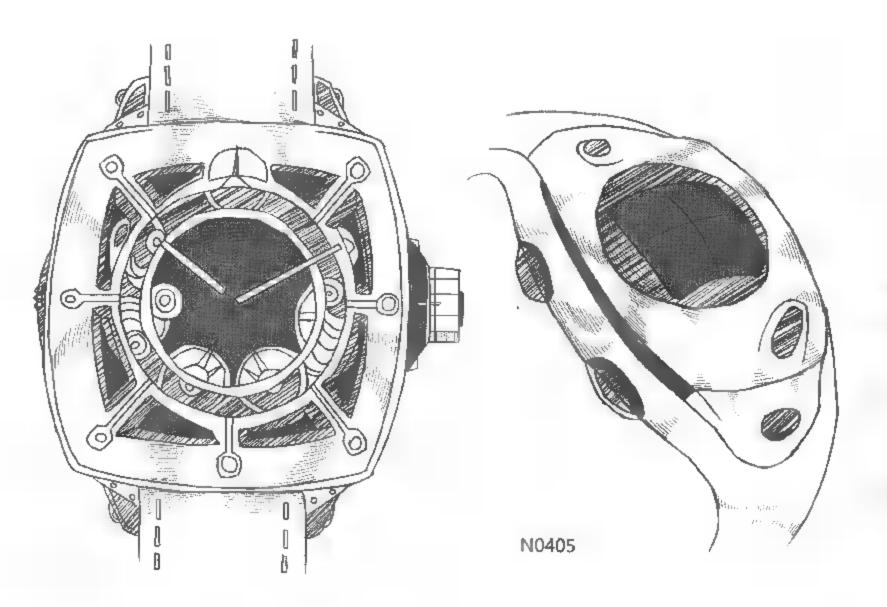


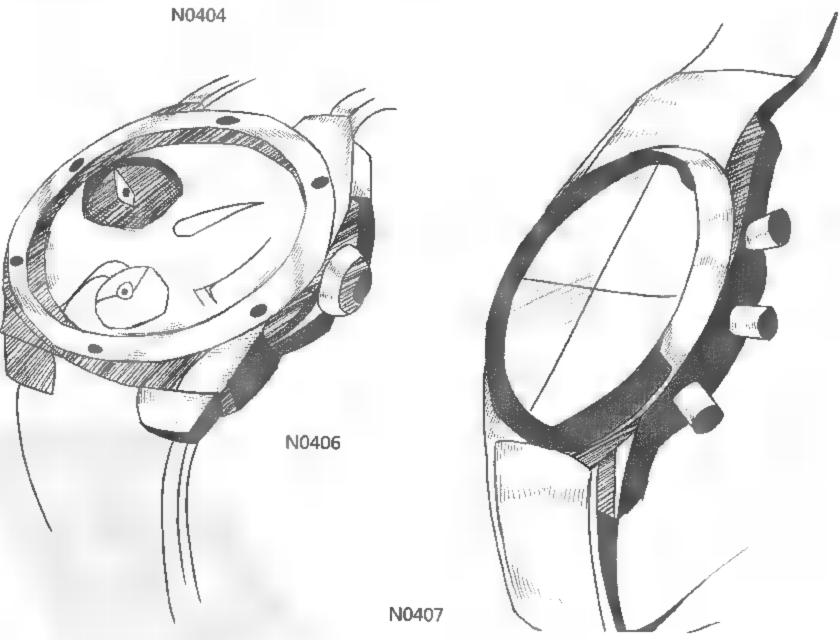






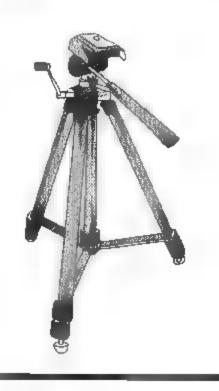












工具篇 Tool

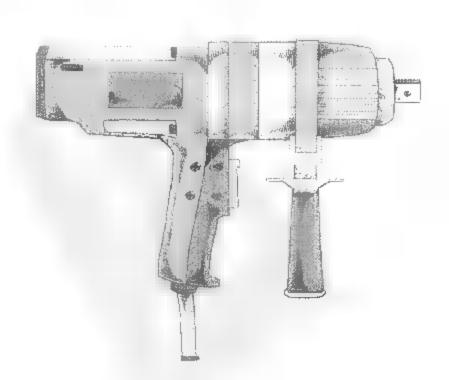
本章简介

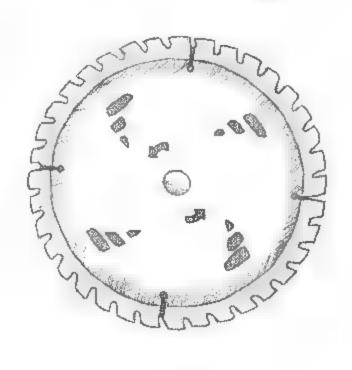
页数/Page: 103-144

范例作品编号: N0413-N0582

内容要点:各种工具也是动量作品中 常见的物品,样式比较广 泛,本量我们就来欣赏一 下各种动漫工具吧。

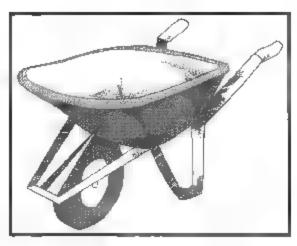




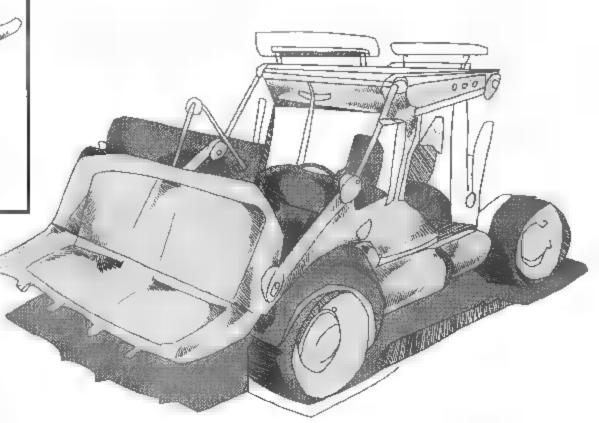


工具绘制拉里

动漫工具取材于现实生活的工具,在绘制上难度不大,我们在绘制工具时,要时刻注意工具结构的表现,只要将大体结构绘制清楚就可以了。

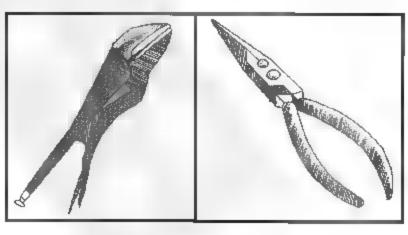


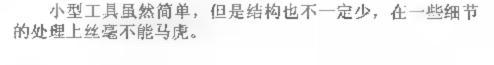
手推车和挖土机,一个手动一个电动,绘制时要注意物体本 身的透视关系。

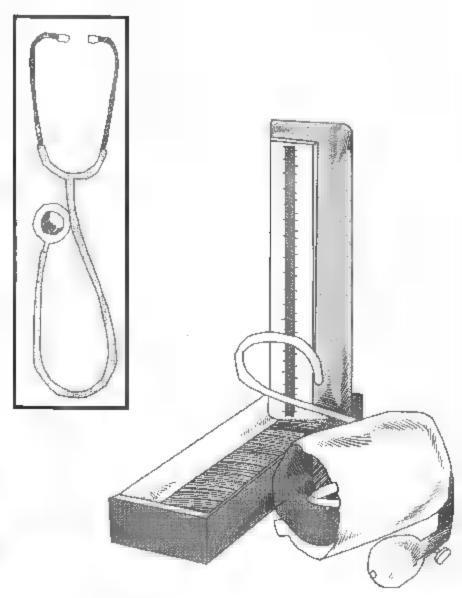




在绘制小型工具时也要注意透视的处理。

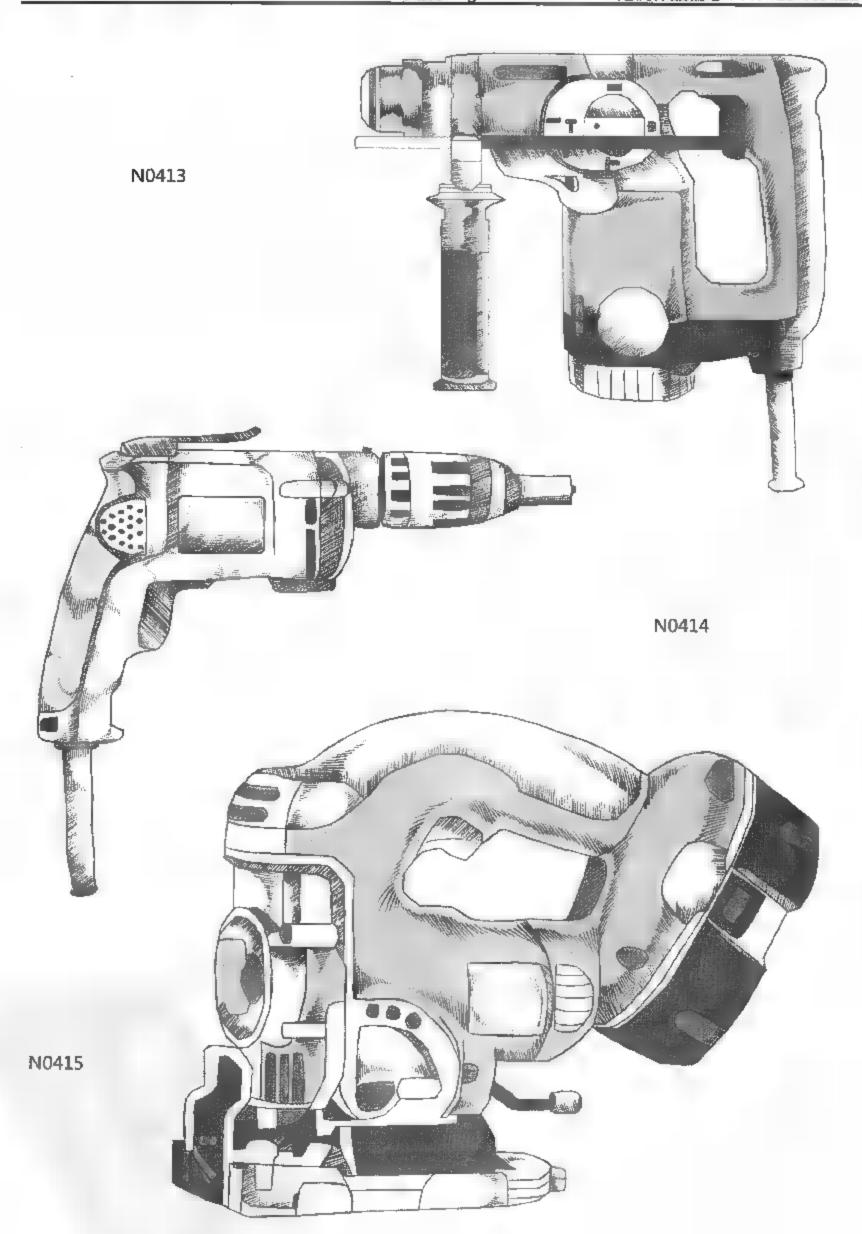


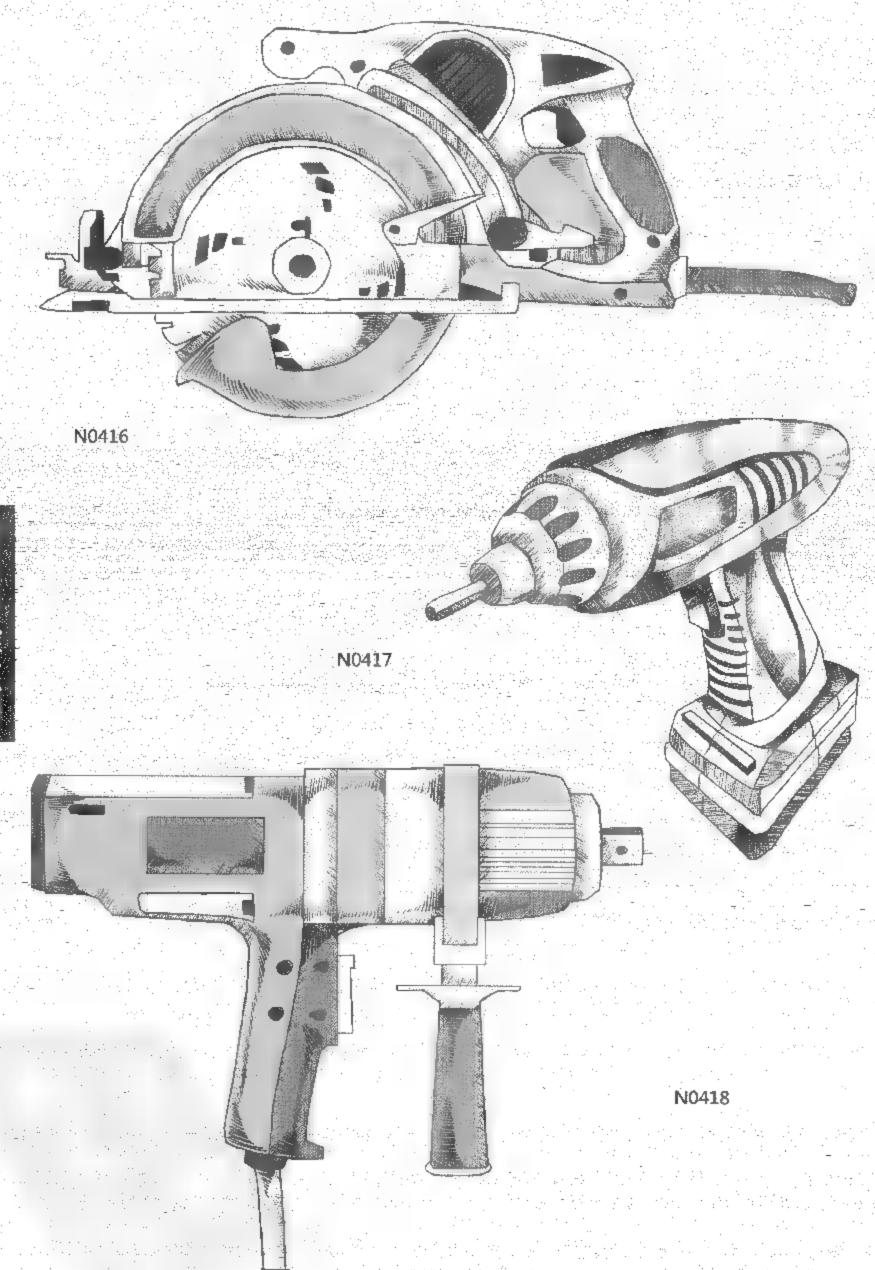


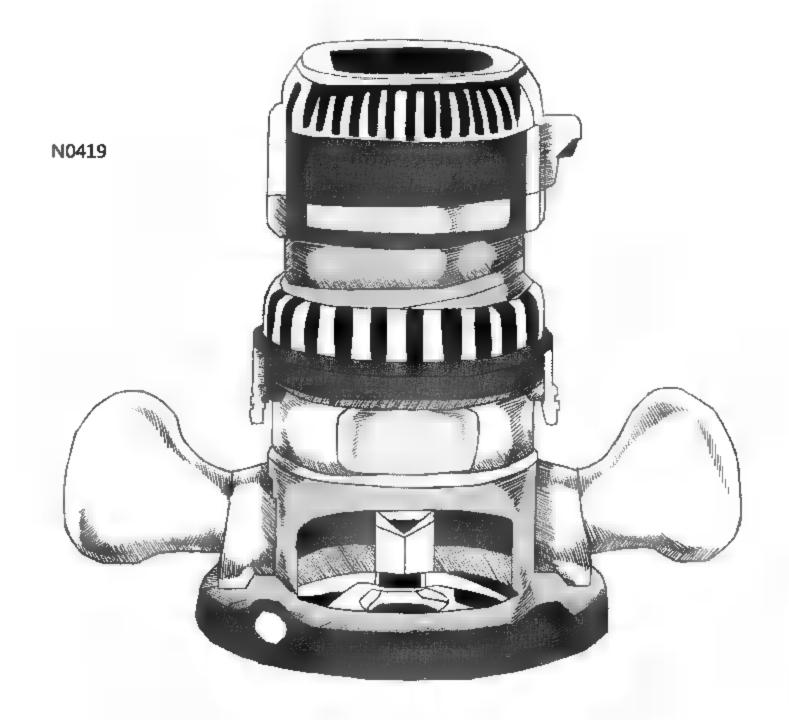


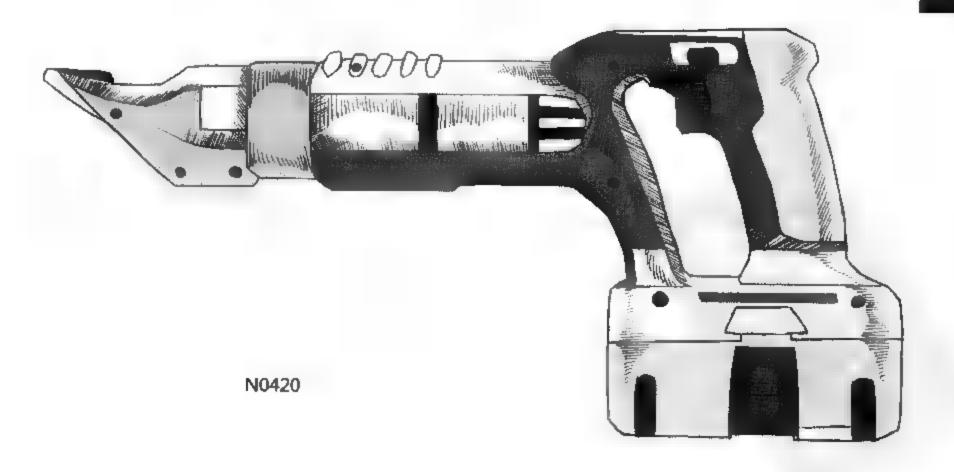




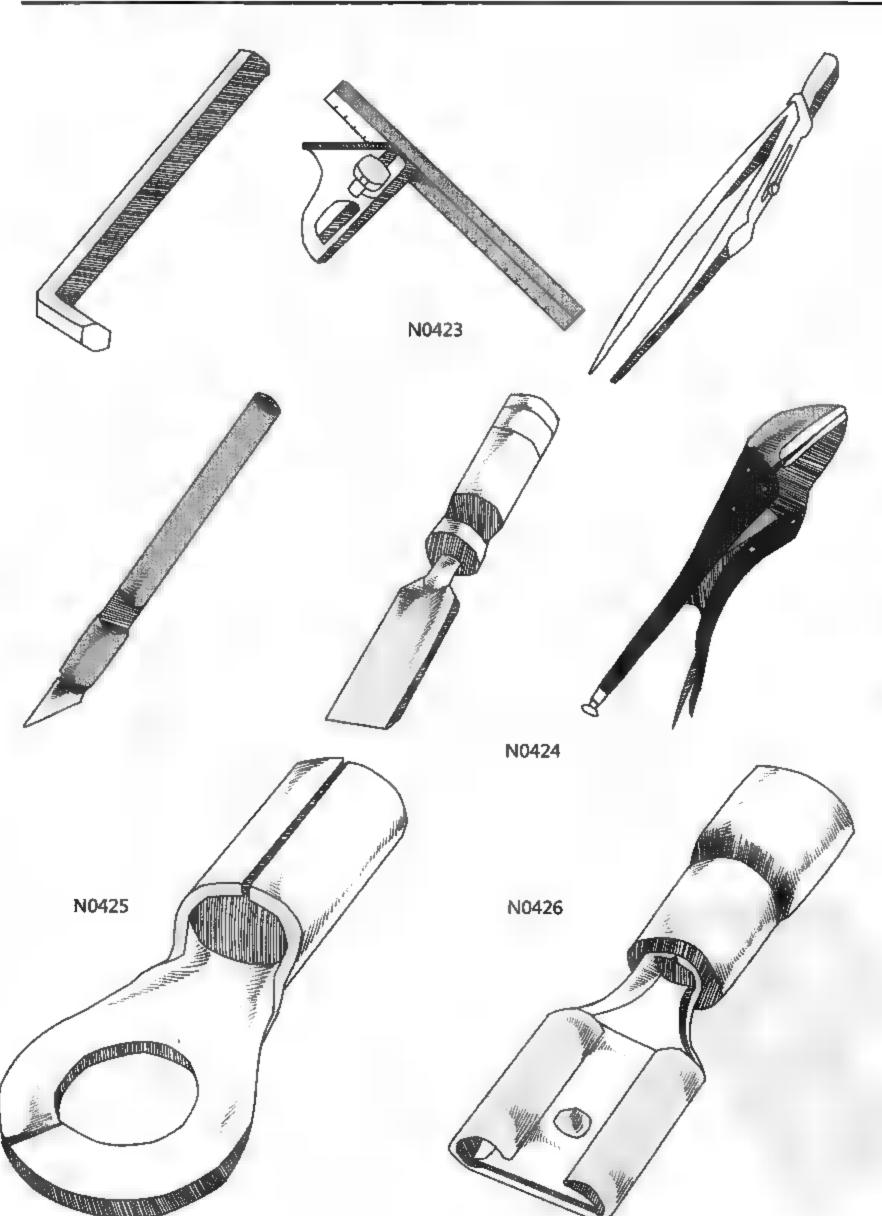




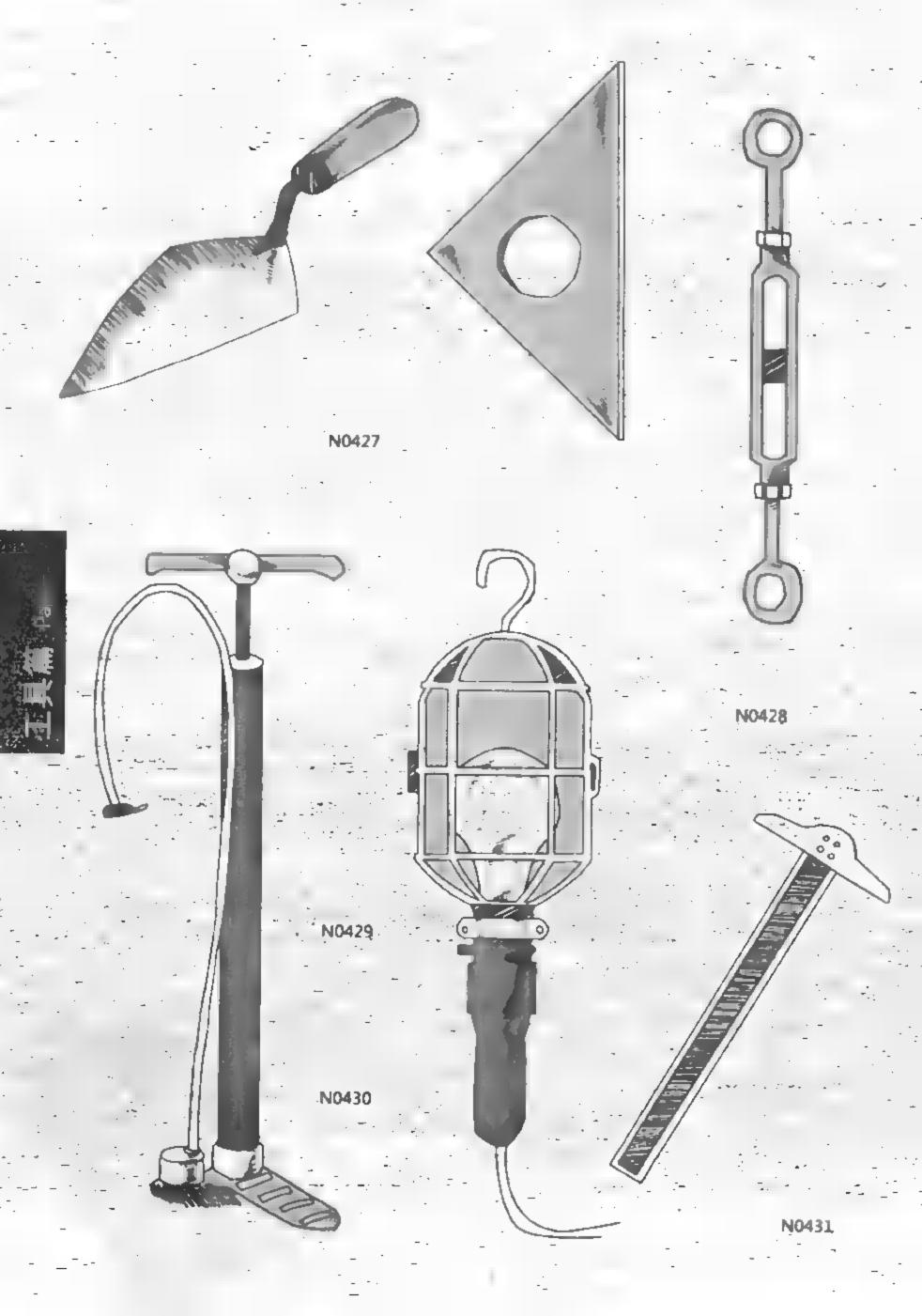


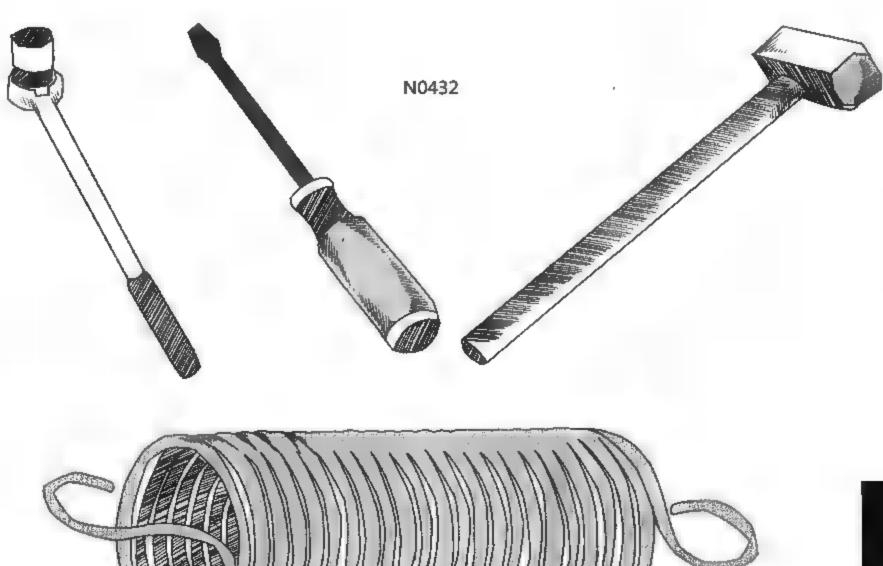




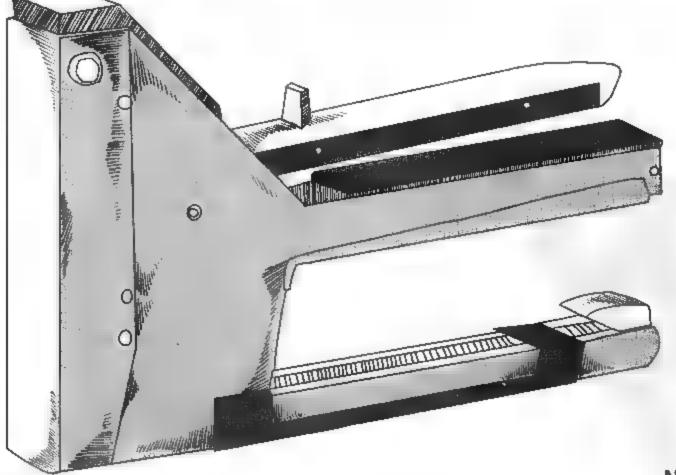


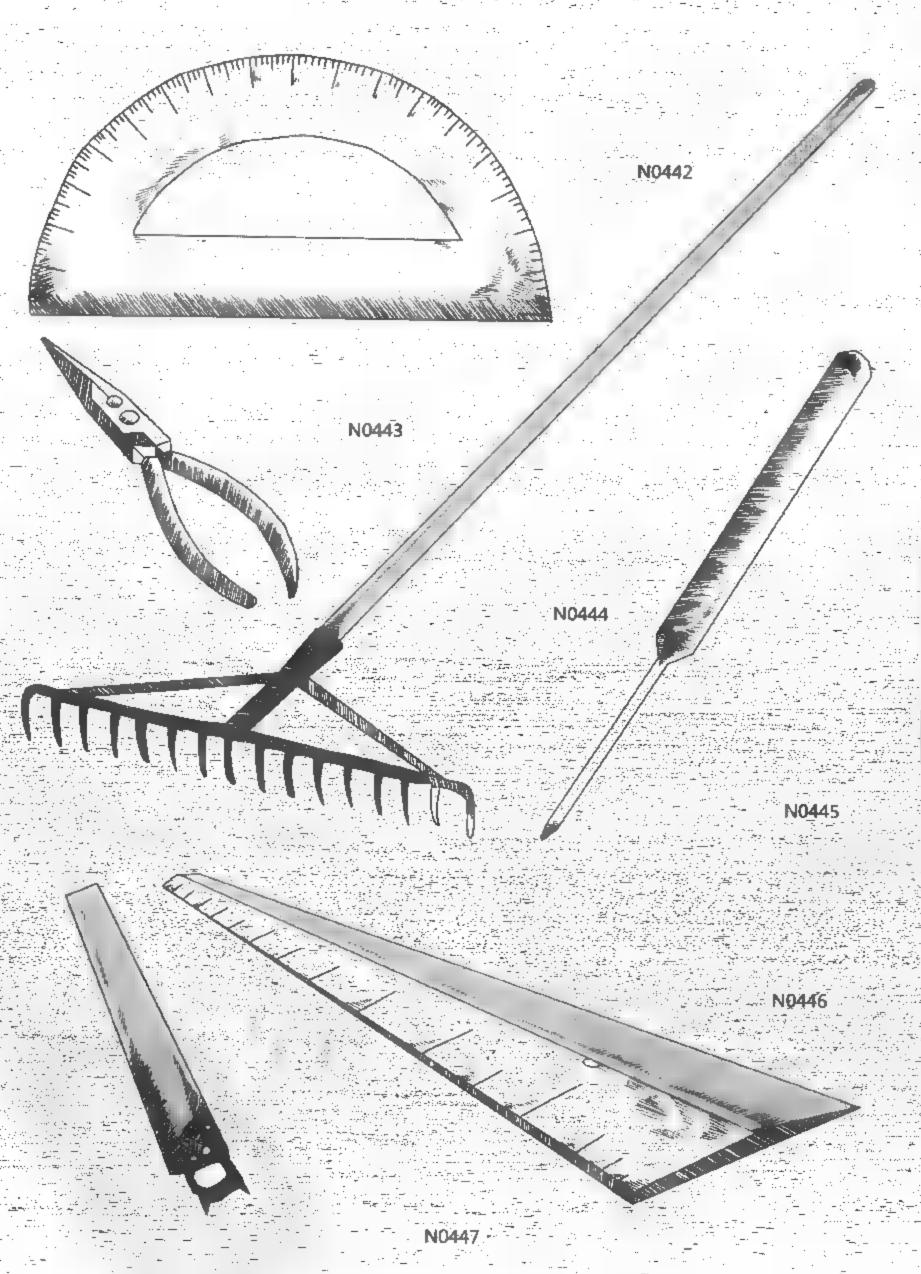
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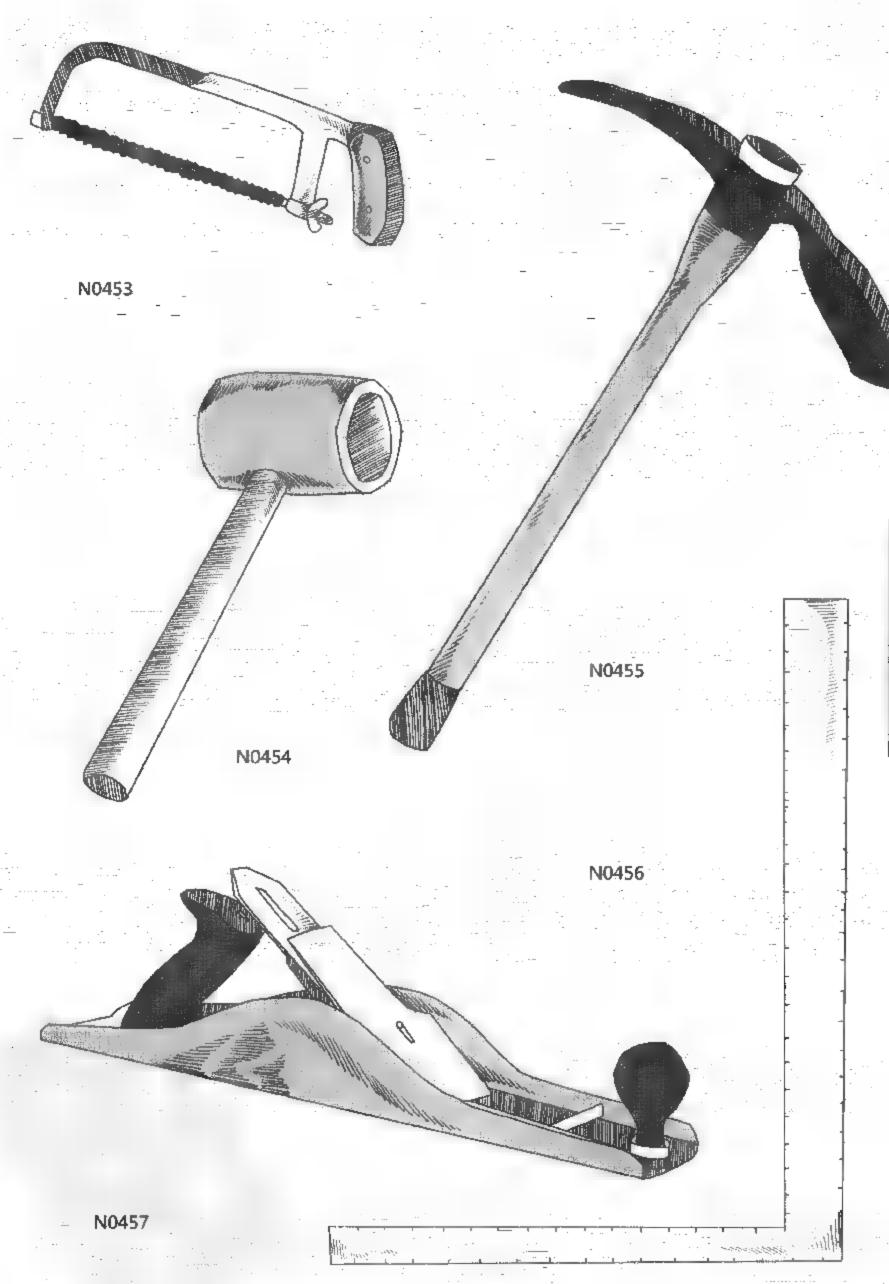








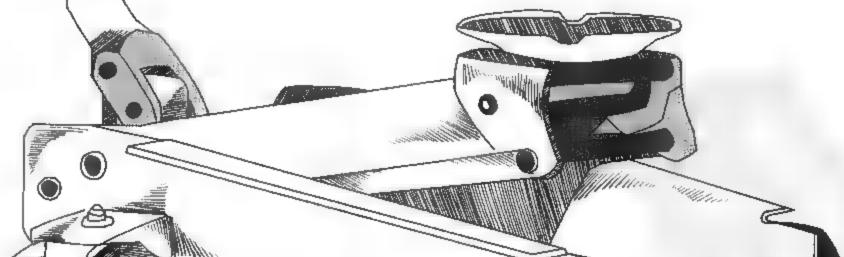




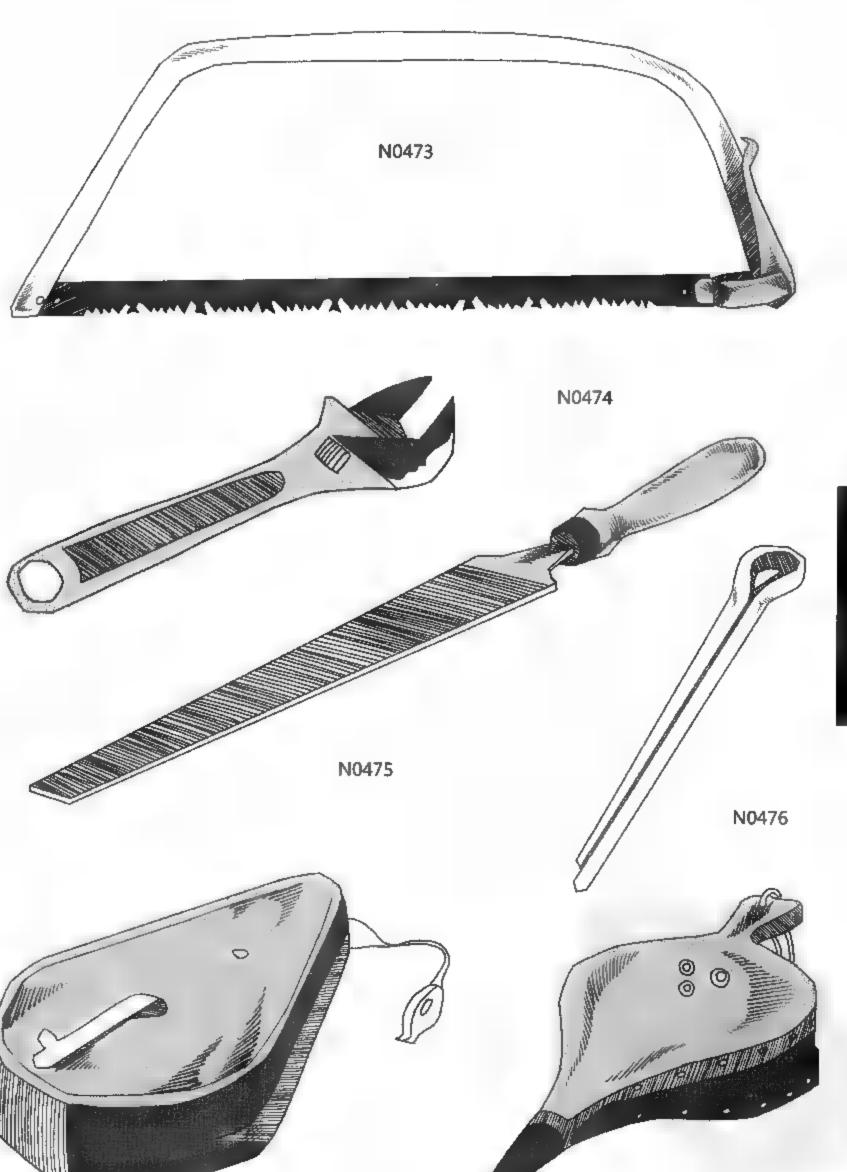


N0463





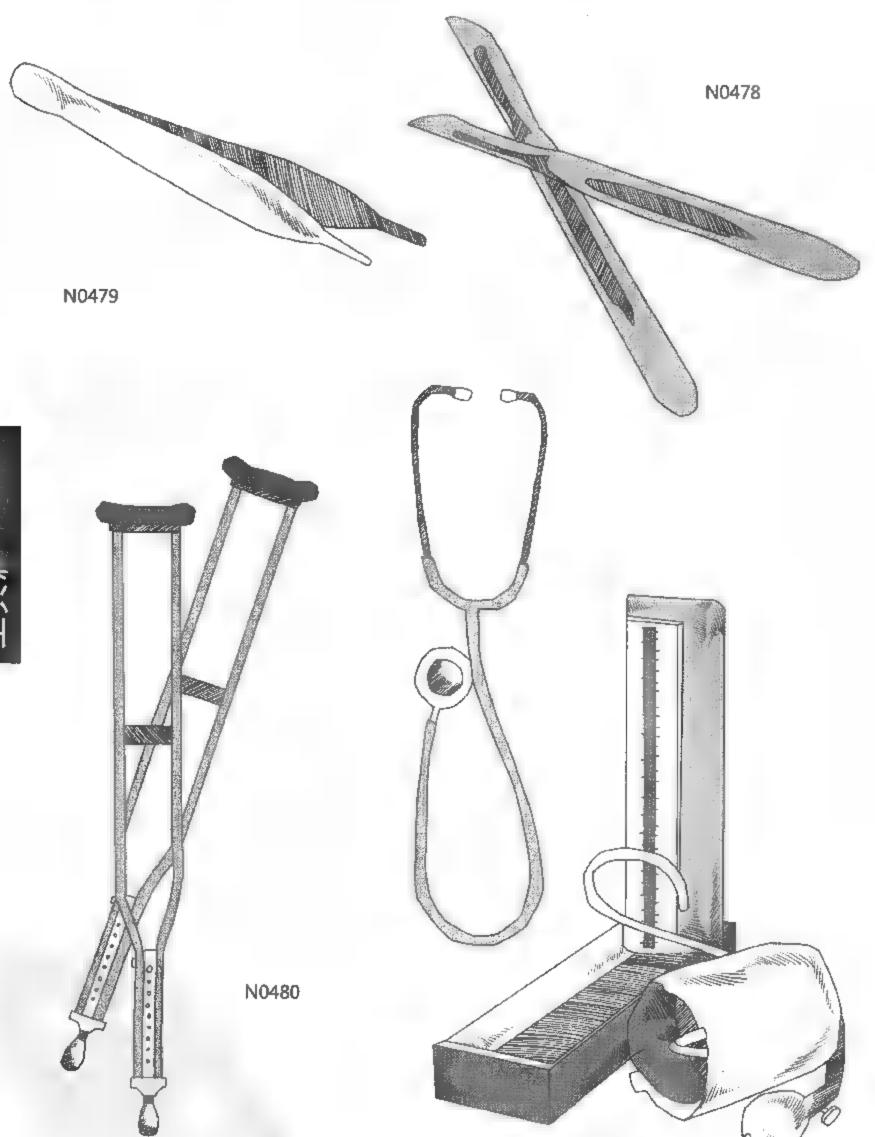
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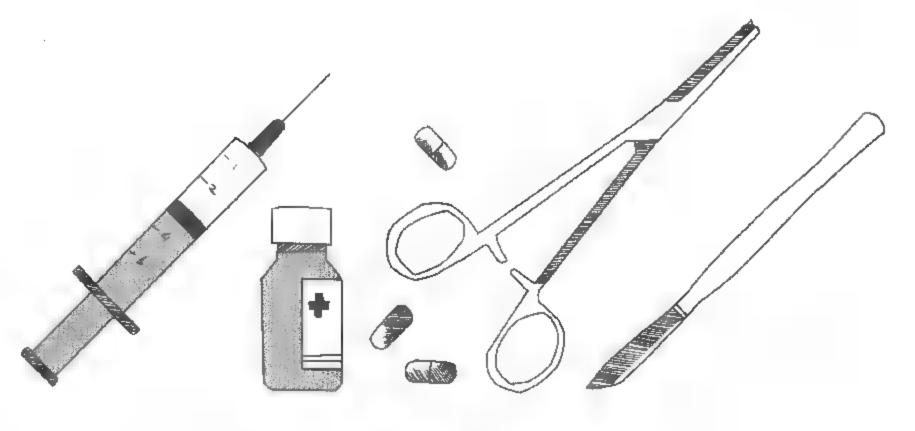
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页数/Page: 122-131

范例作品编号: N0478-N0516

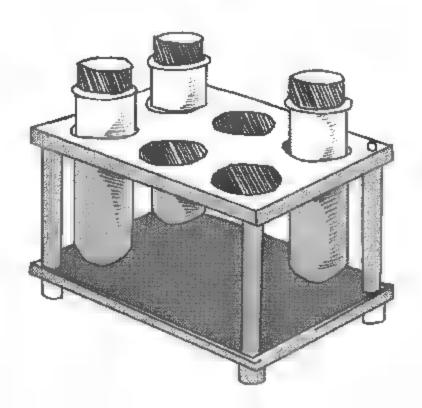


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N0481

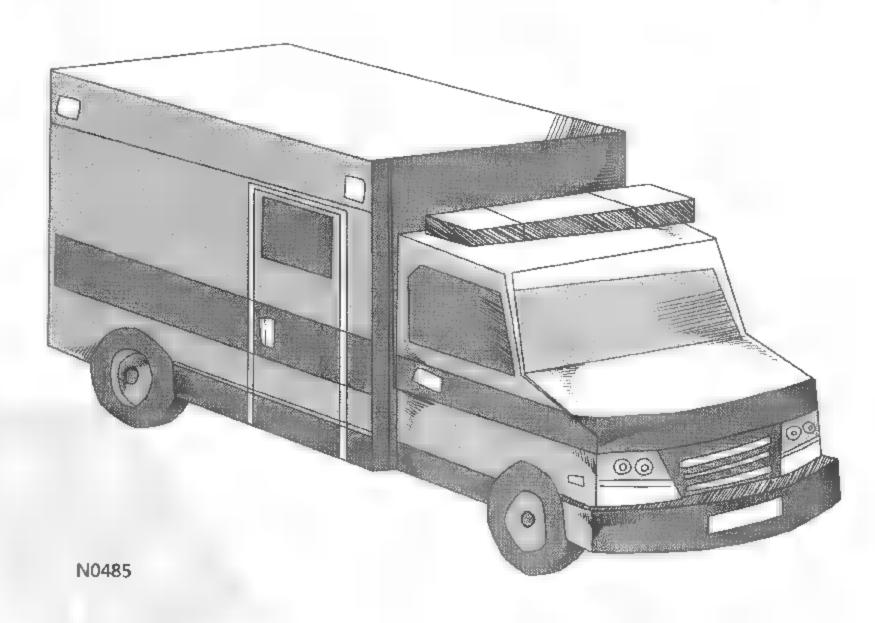


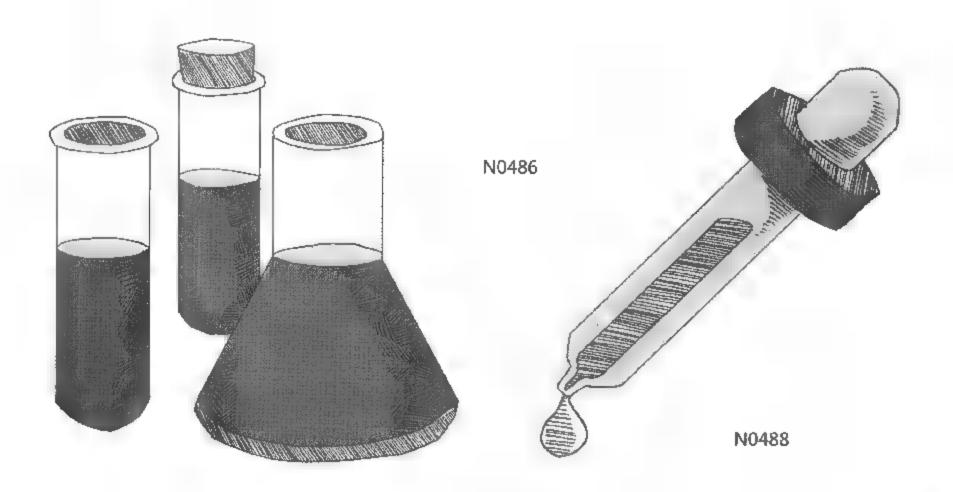


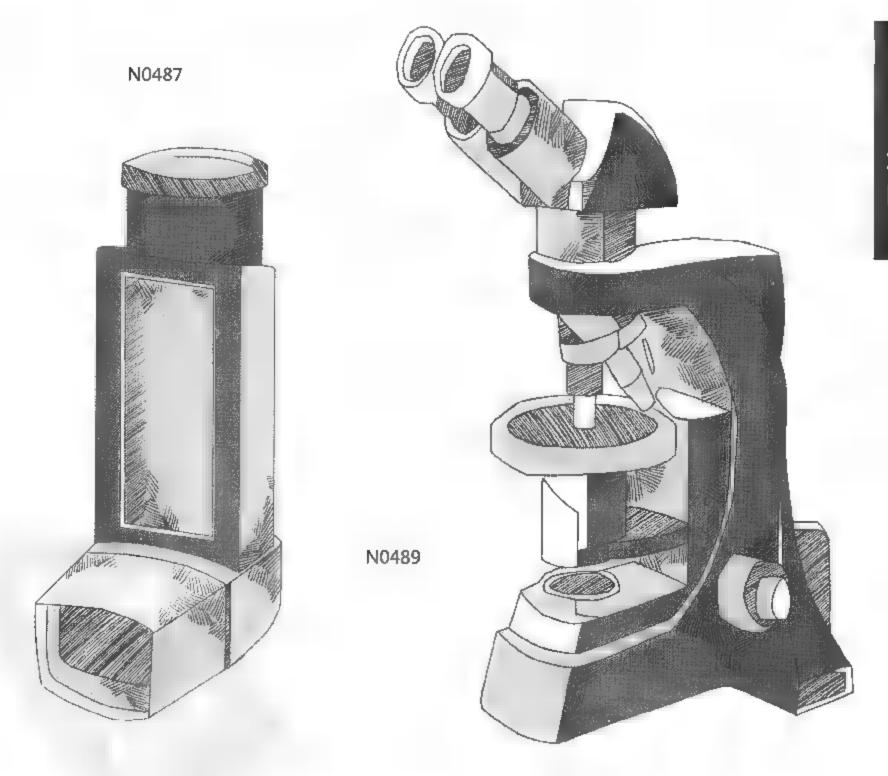
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N0484



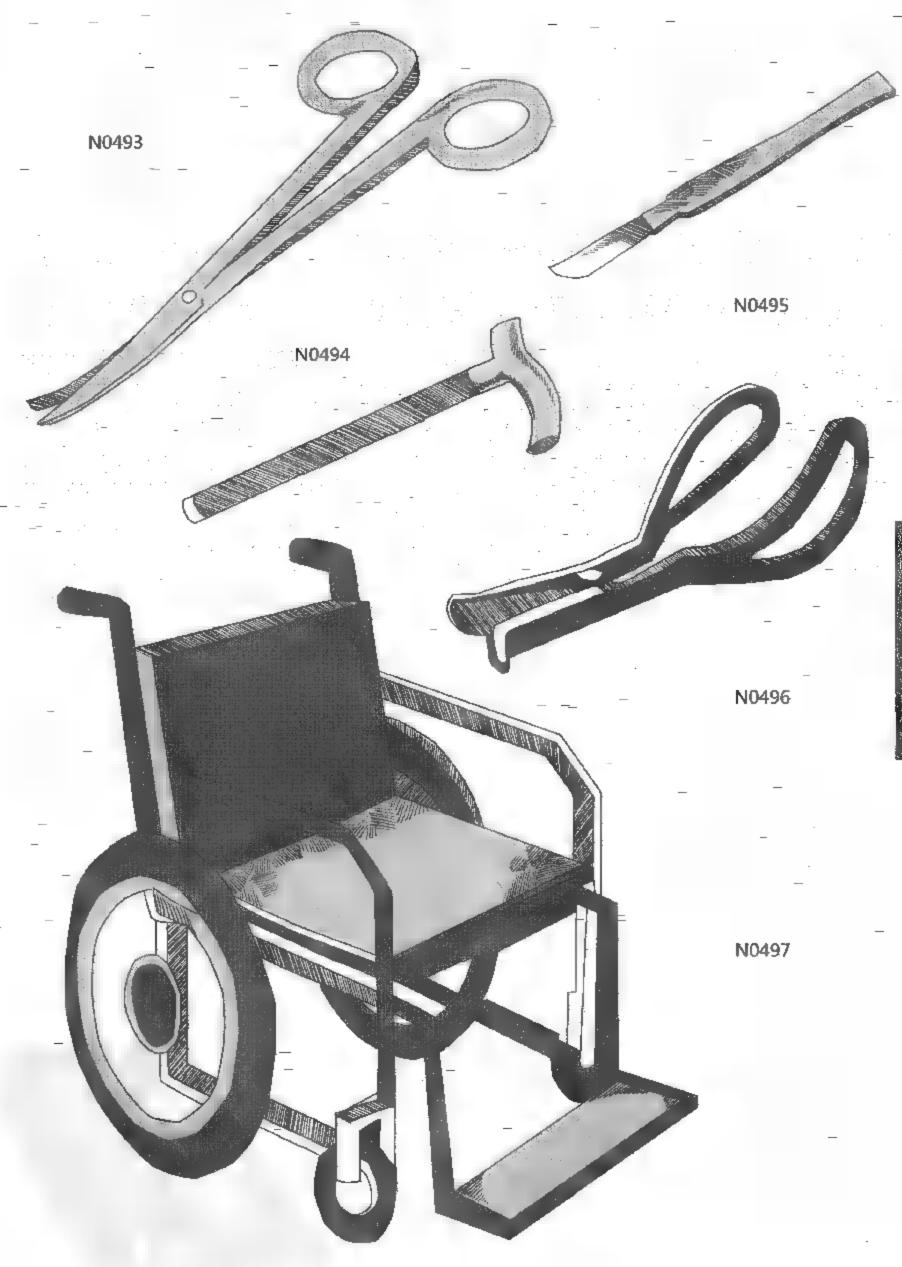




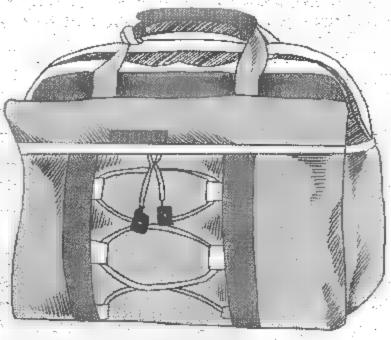


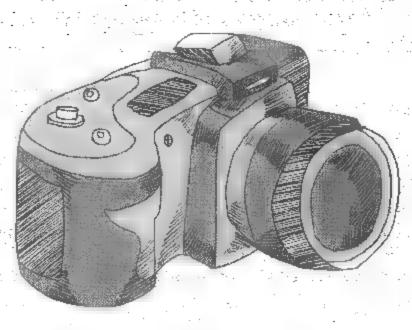
N0490 N0491



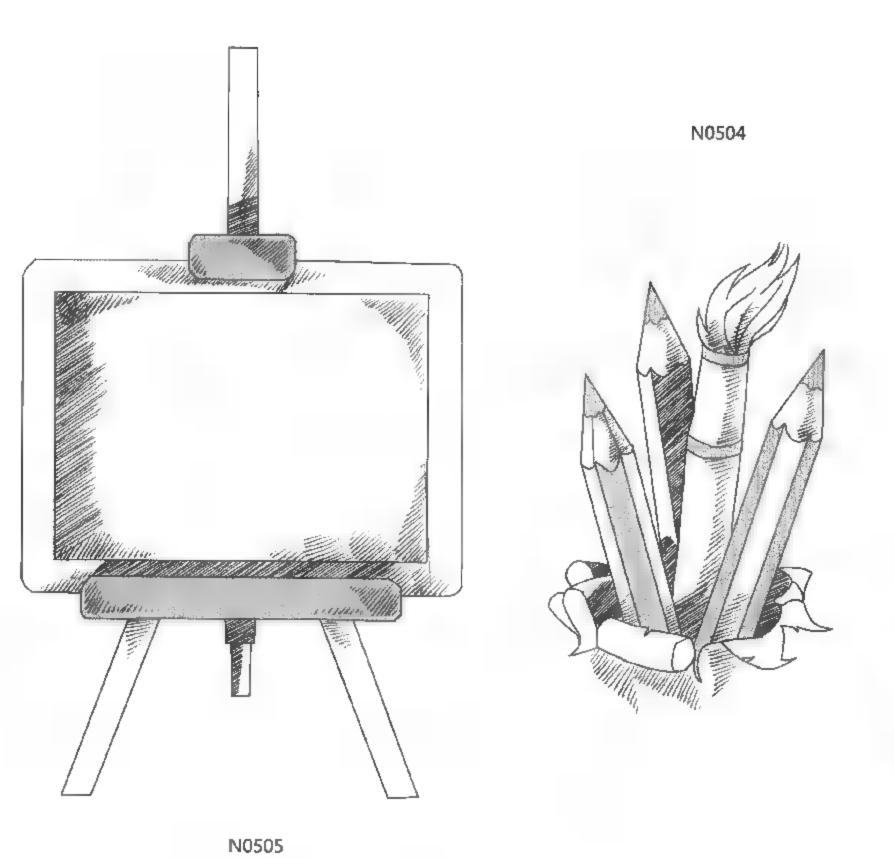


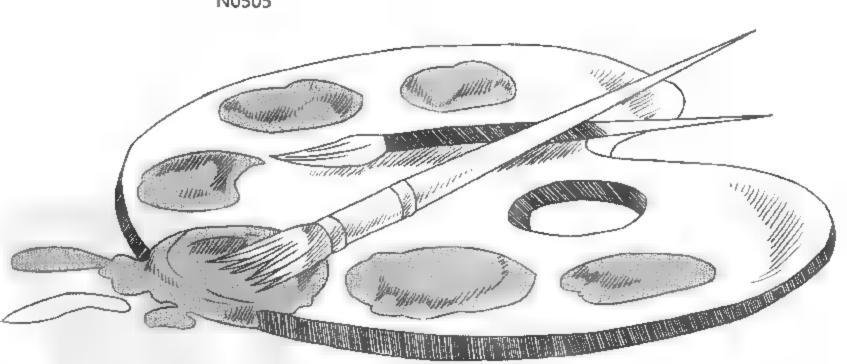


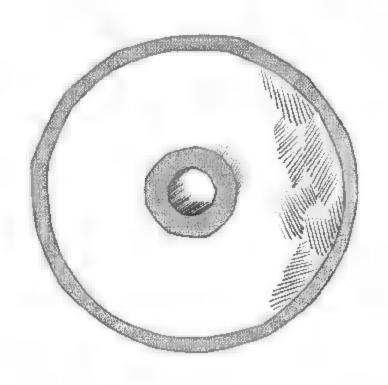


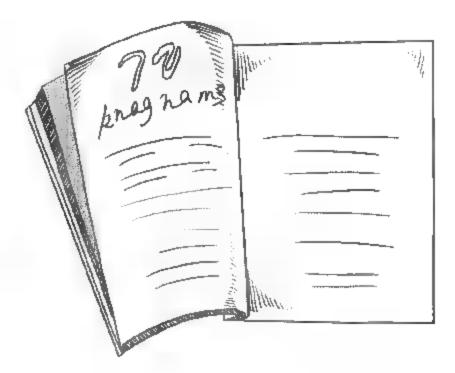


N0502 N0503



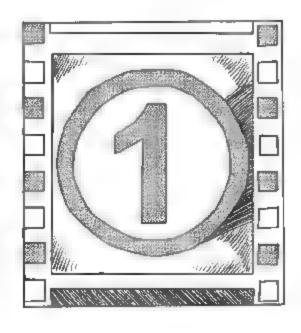


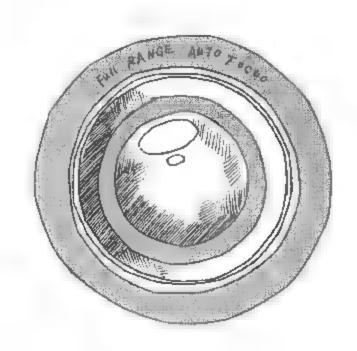




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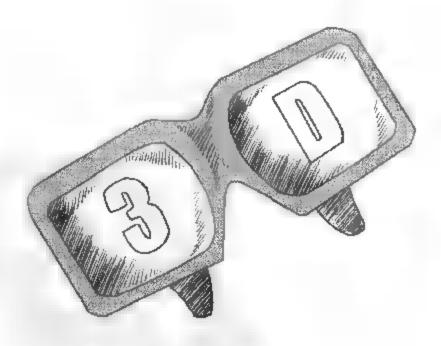
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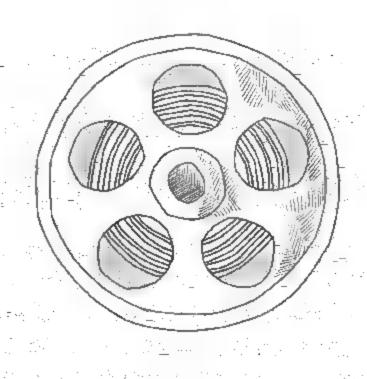
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N0510

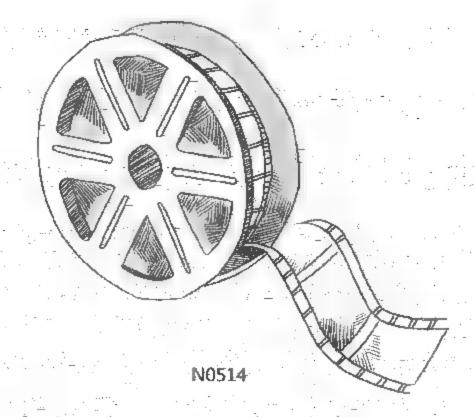


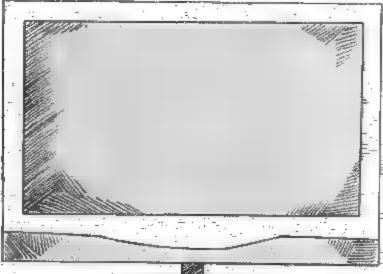


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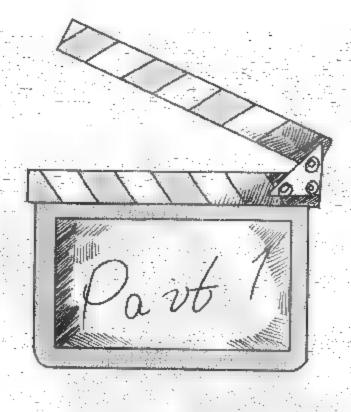


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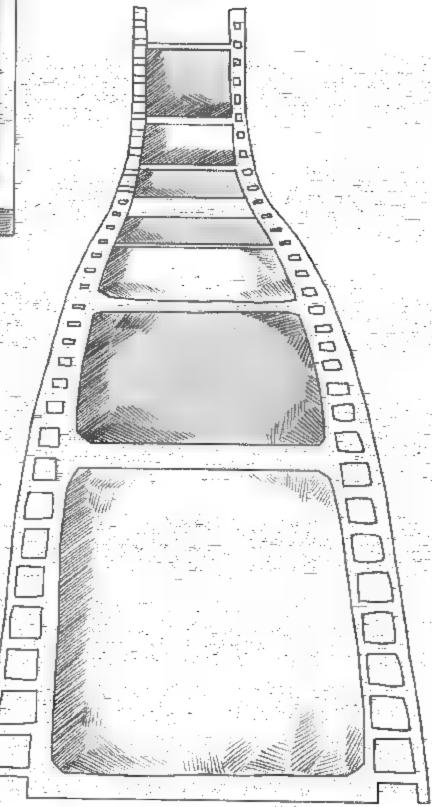




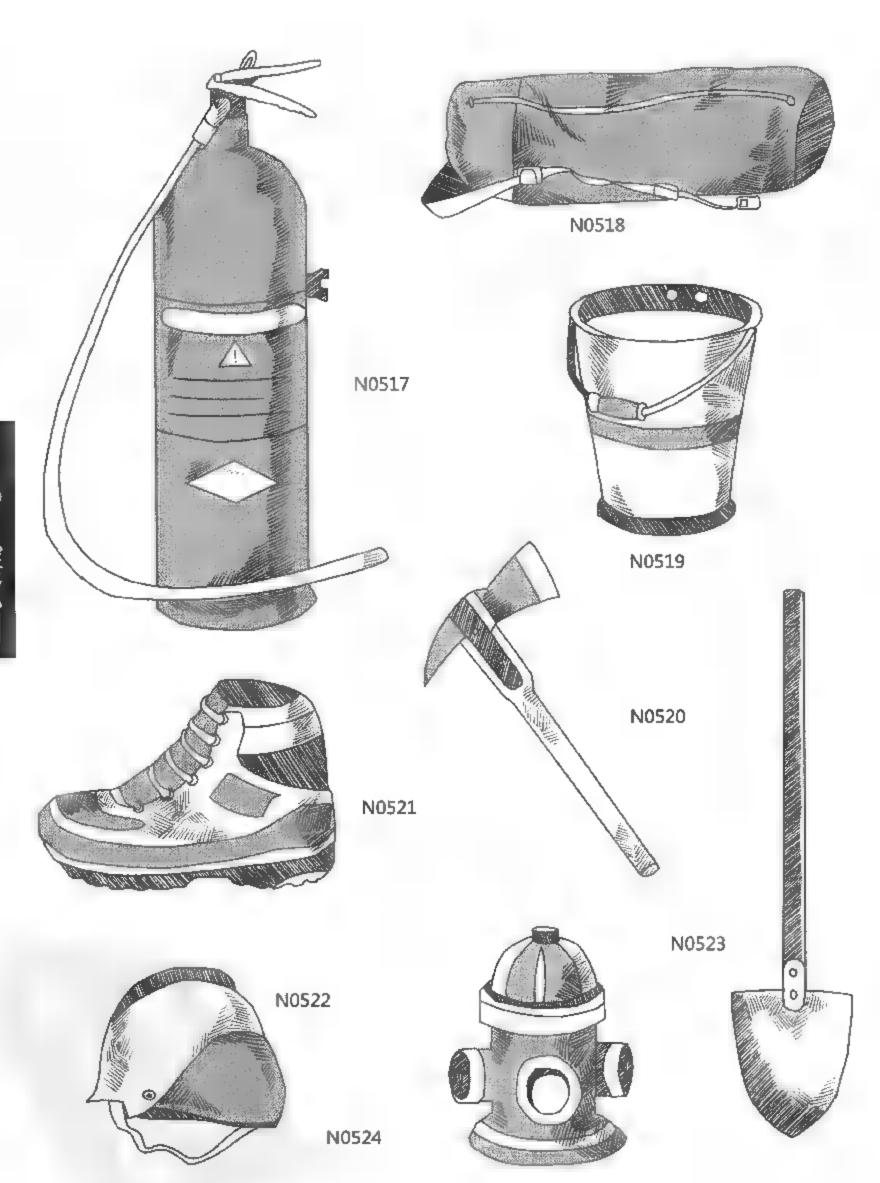
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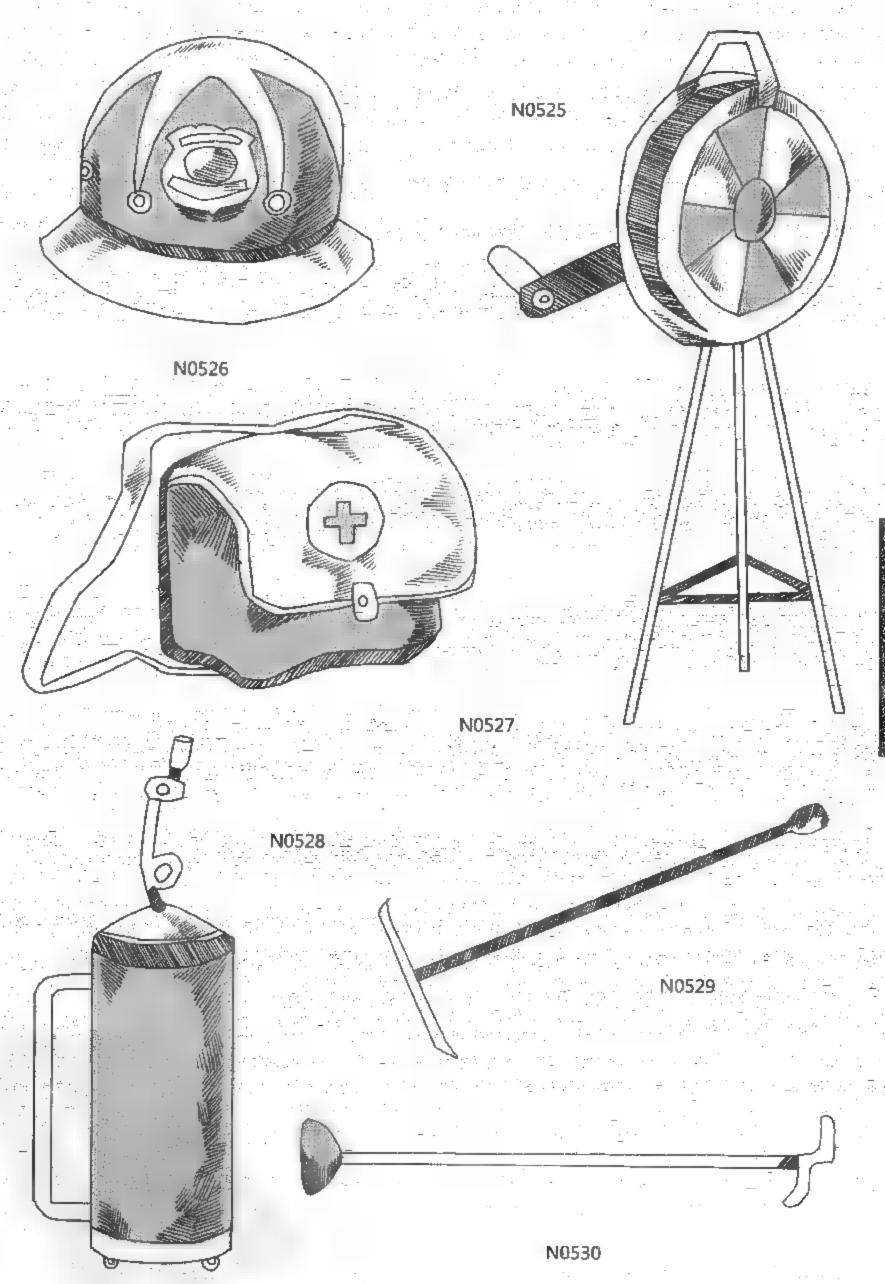


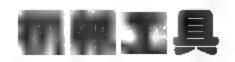
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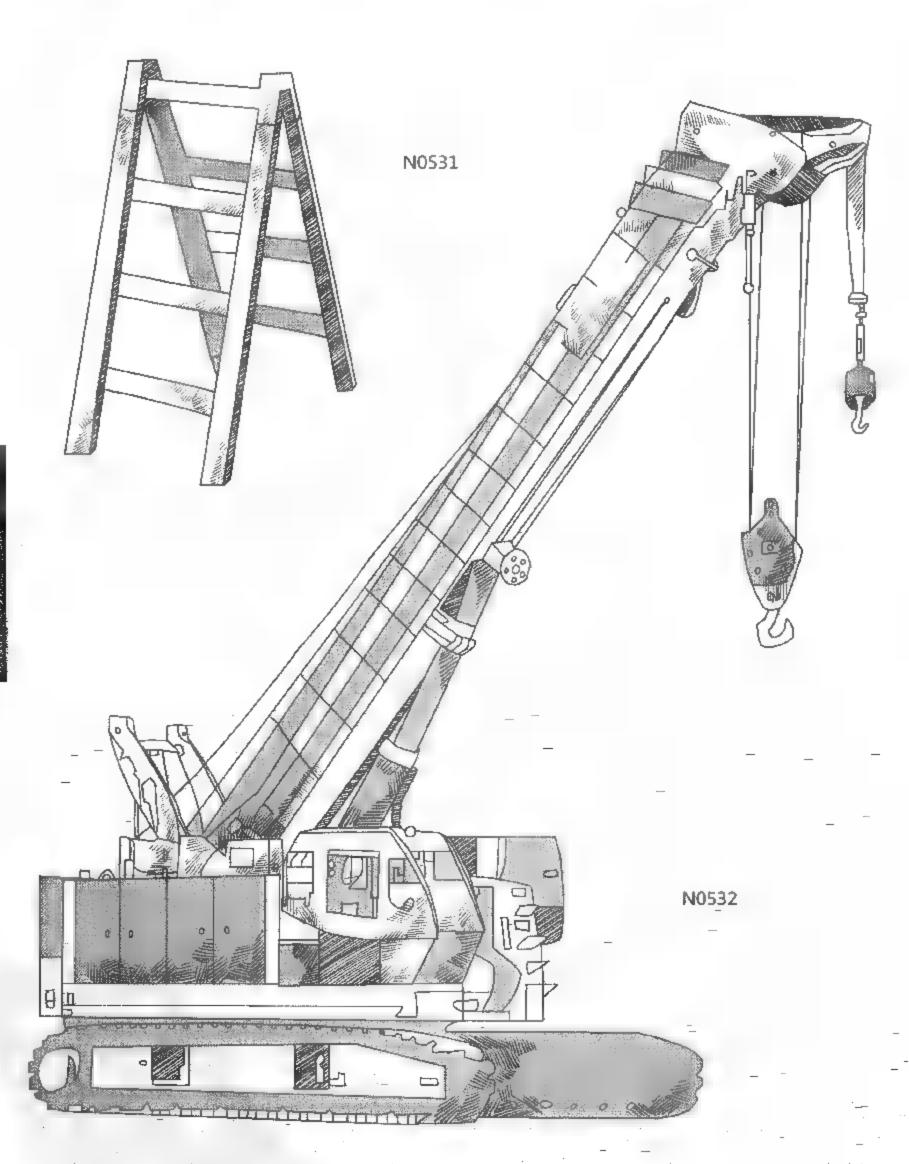




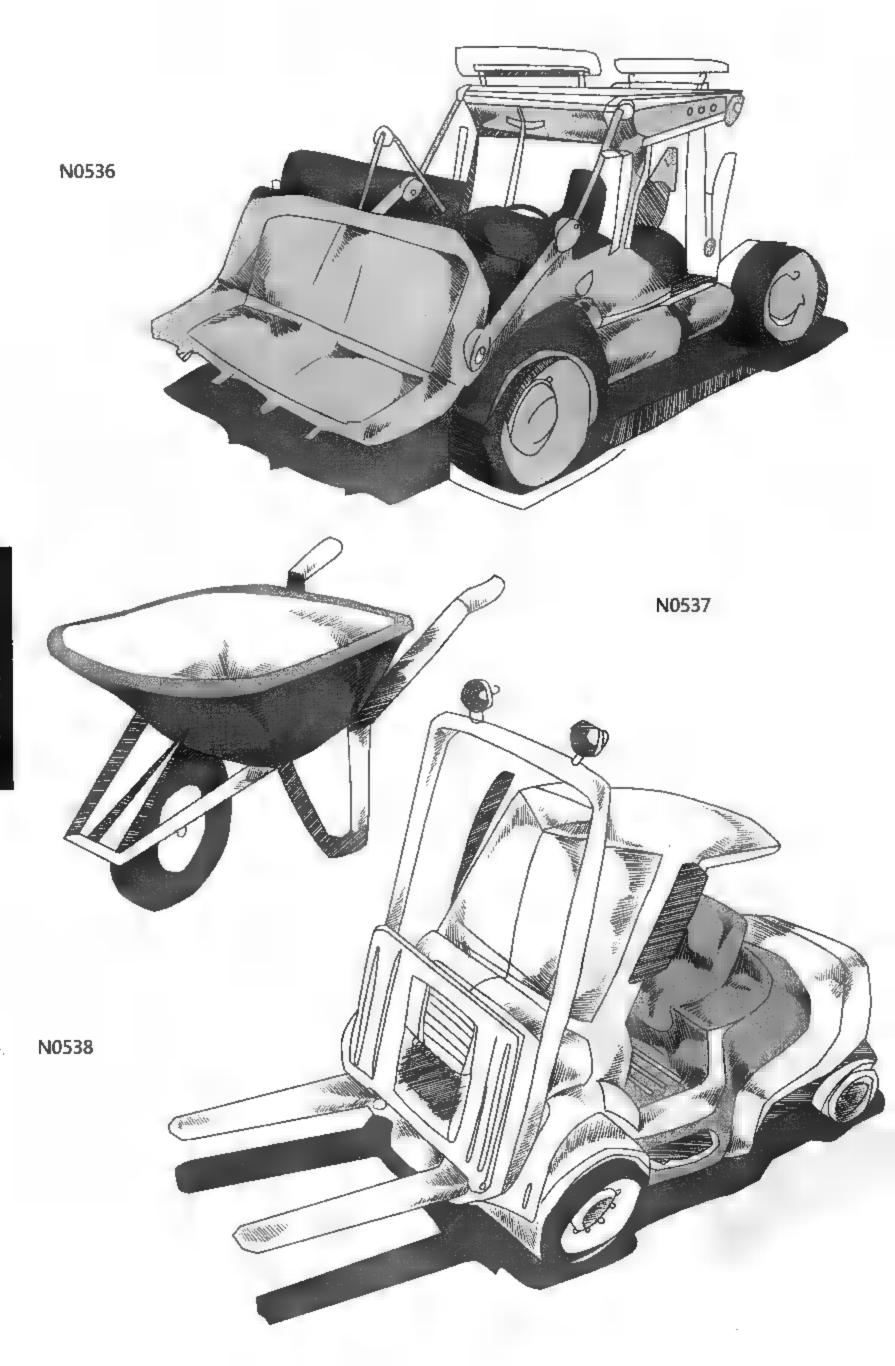


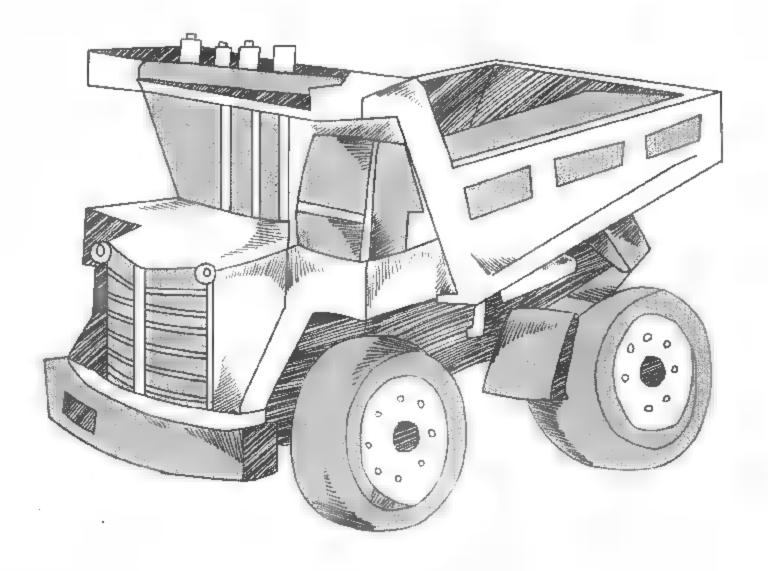


页数/Page: 134-137

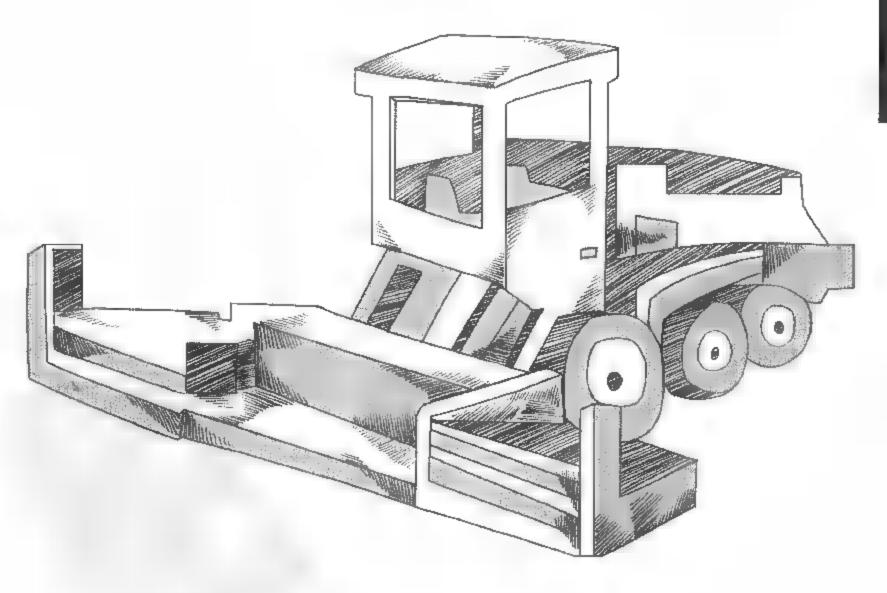




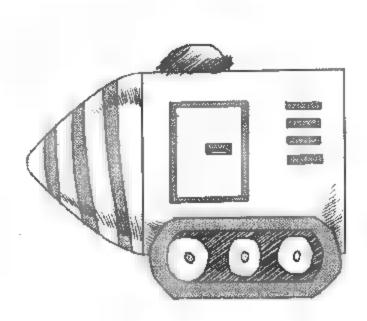




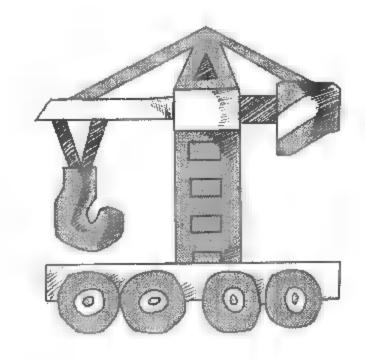




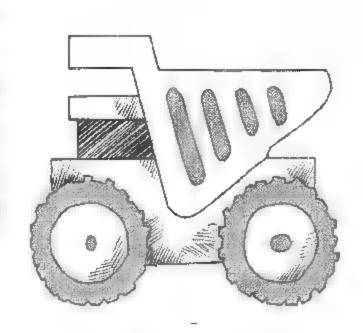




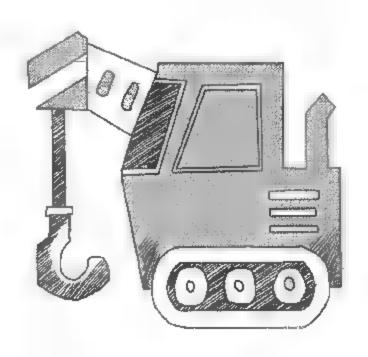
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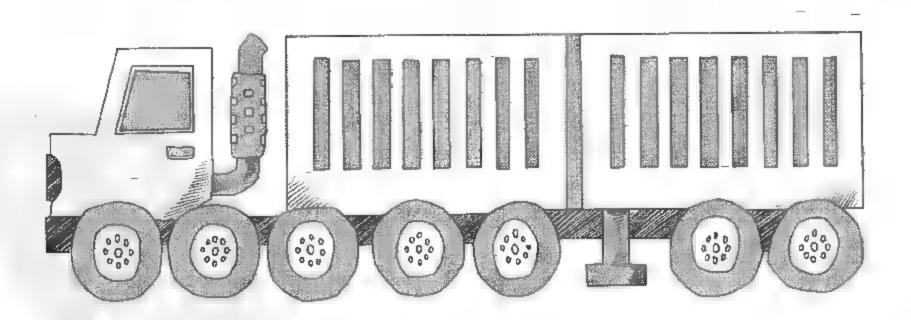
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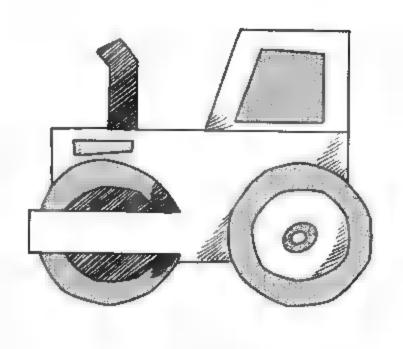
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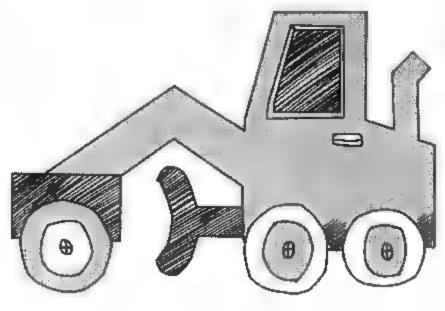


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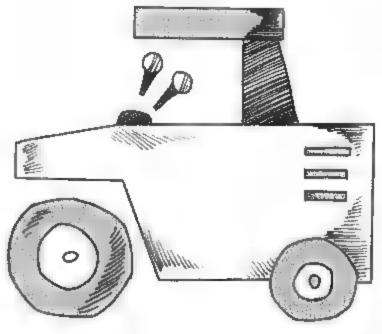


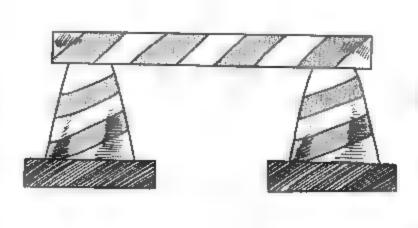






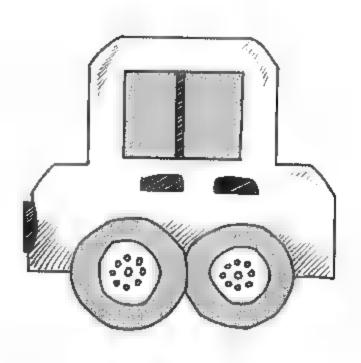
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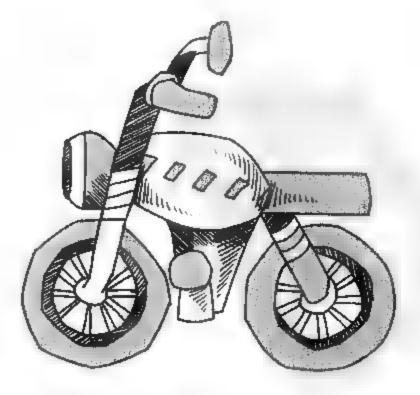


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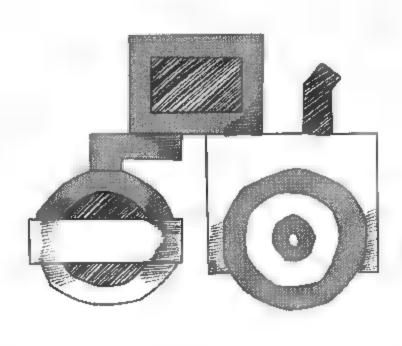
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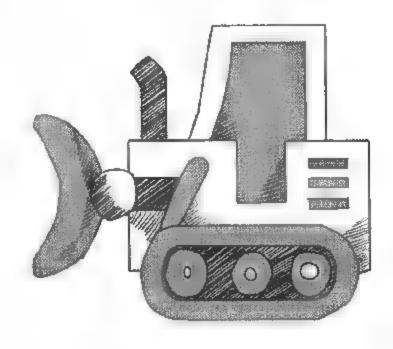


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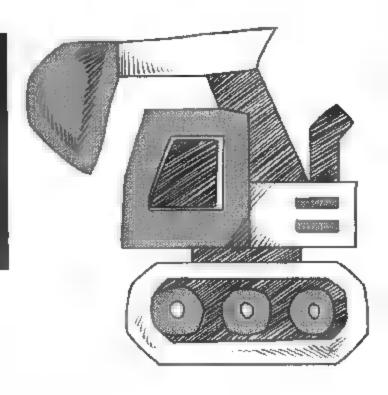
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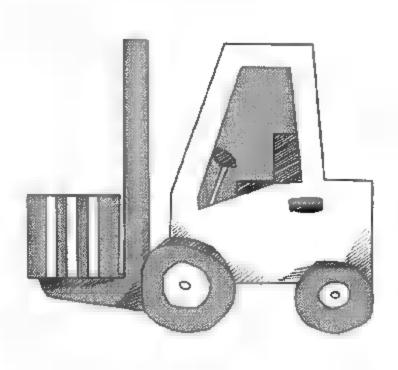




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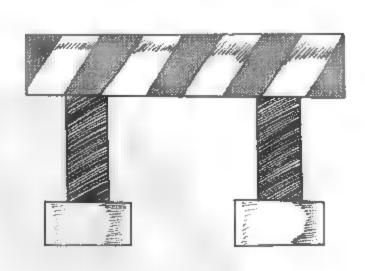
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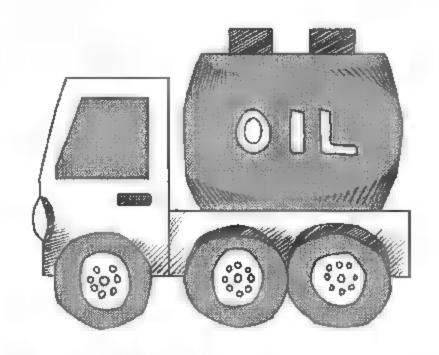




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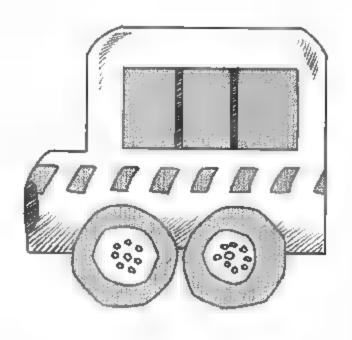
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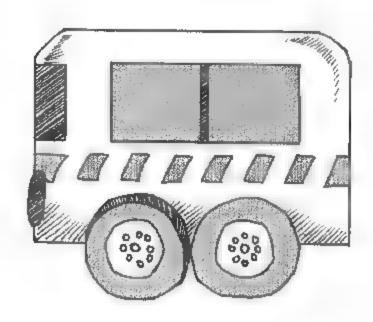


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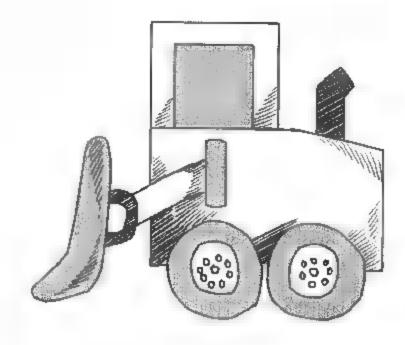
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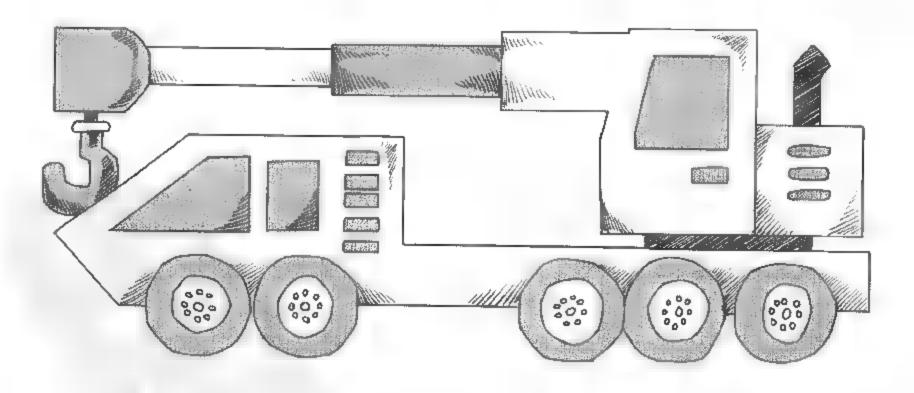
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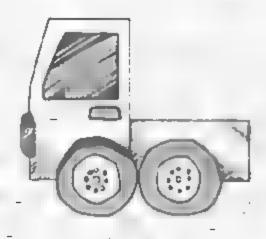


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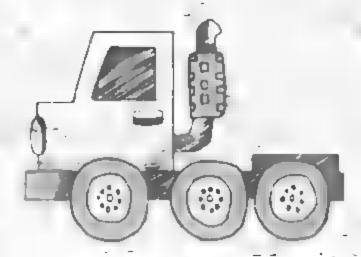


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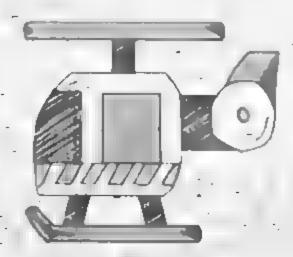




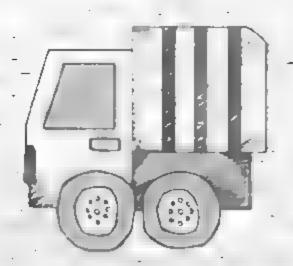
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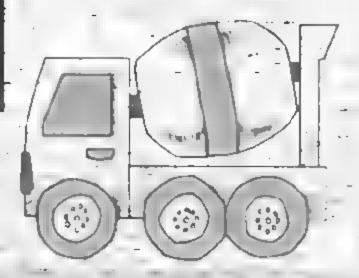
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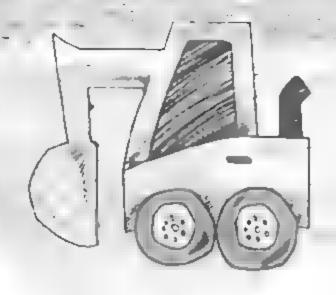
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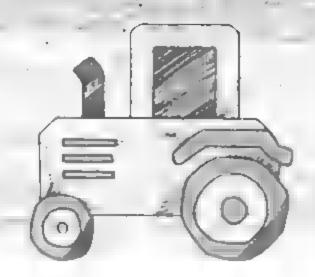


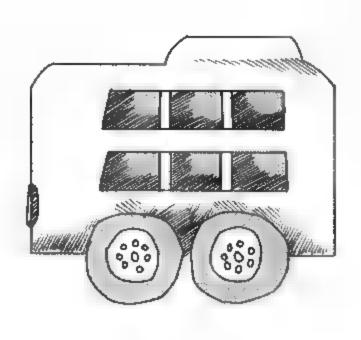
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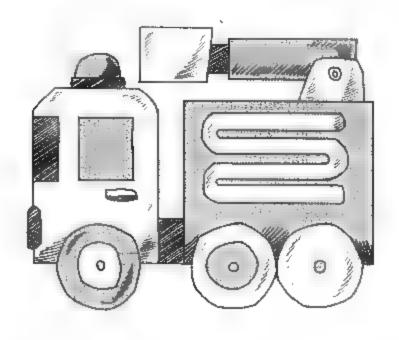


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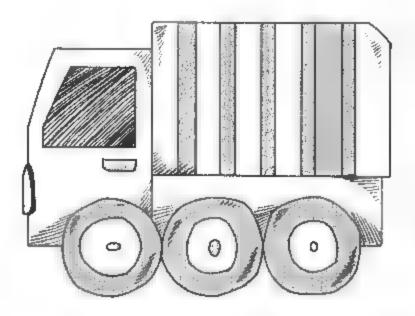




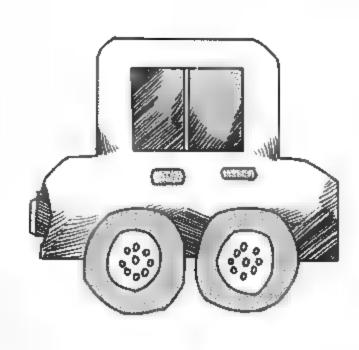




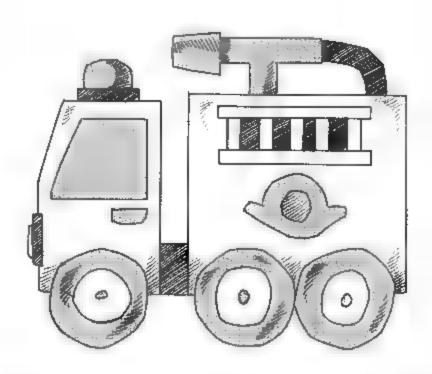
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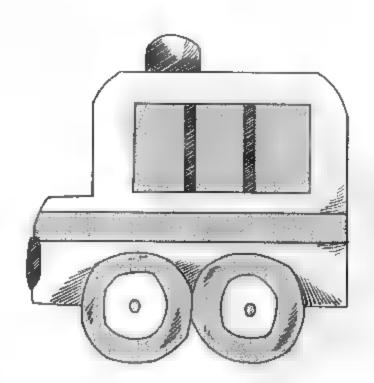
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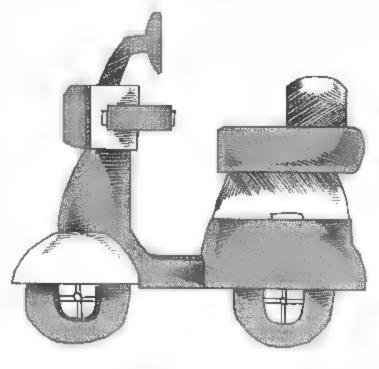


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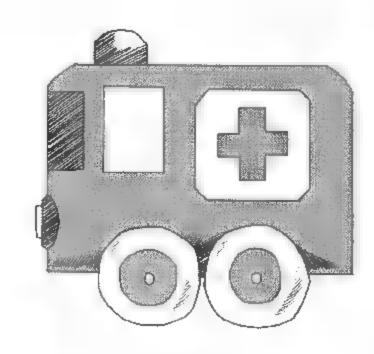


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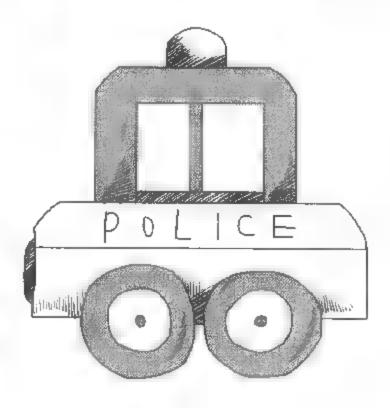
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N0578



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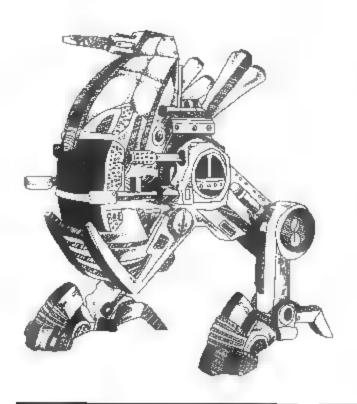
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N0581



N0582



武器篇 Weapon

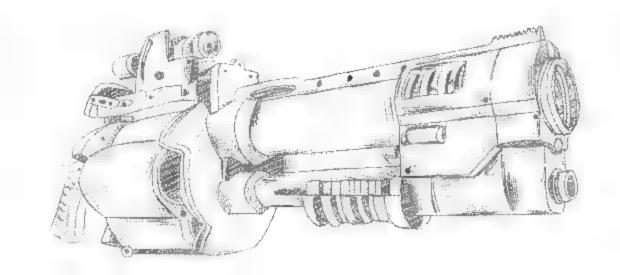
本章简介

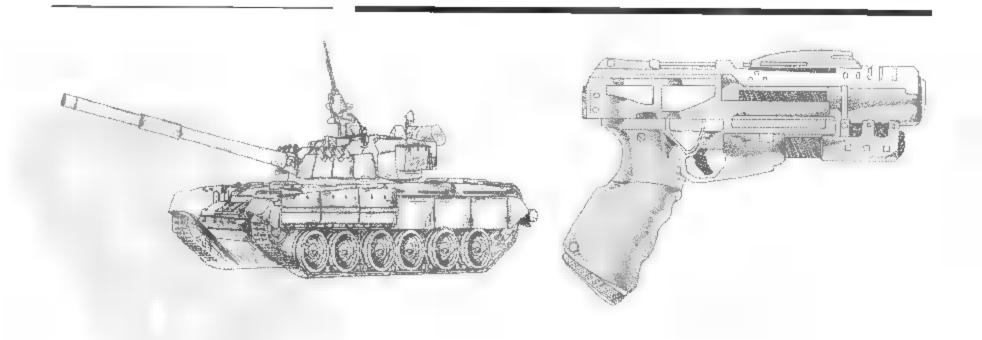
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范例作品编号: N0583-N0897

内容要点:武器主要包括古代的冷兵

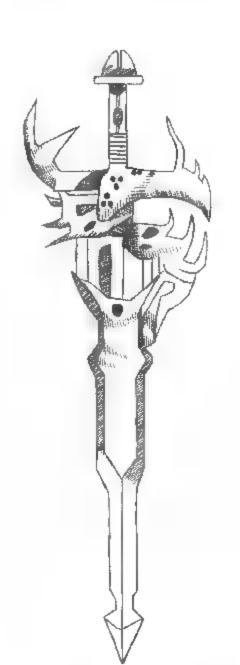
■和现代■热兵器,还有 幻想类的武器,再仔细划 分的话,冷兵器可以分为 刀、剑、匕首、长矛、弓 箭等,热兵器可以分为手 枪、步枪、冲锋枪、狙击 枪、散弹枪、机关枪、鱼 雷、火箭等,本章我们来 欣赏一下这些武器吧。



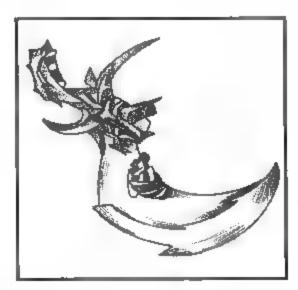


武器绘制技法

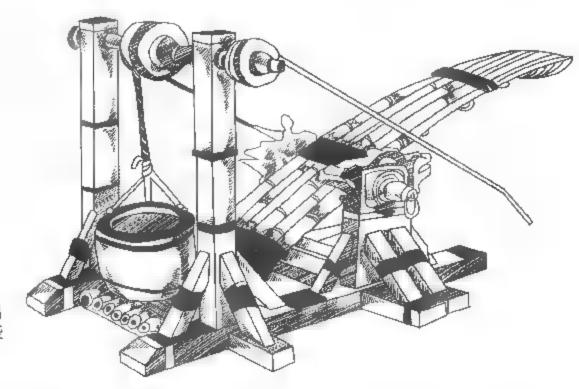
武器的基本结构相对比较复杂,重要的是了解其结构,避免绘画时的错误。





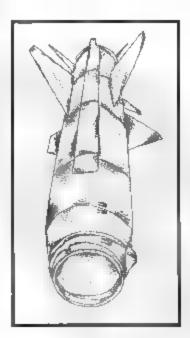


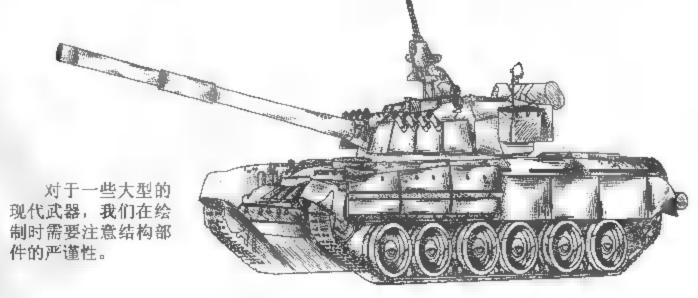
绘制冷兵器时代的武器,一定要注意其造型,丰富的武器造型可以使它们在动 漫作品中更加出彩。



为了使刀剑等冷兵**犯能够更加出** 彩,需要为本身简单的武器添加一些 奇特的造型。

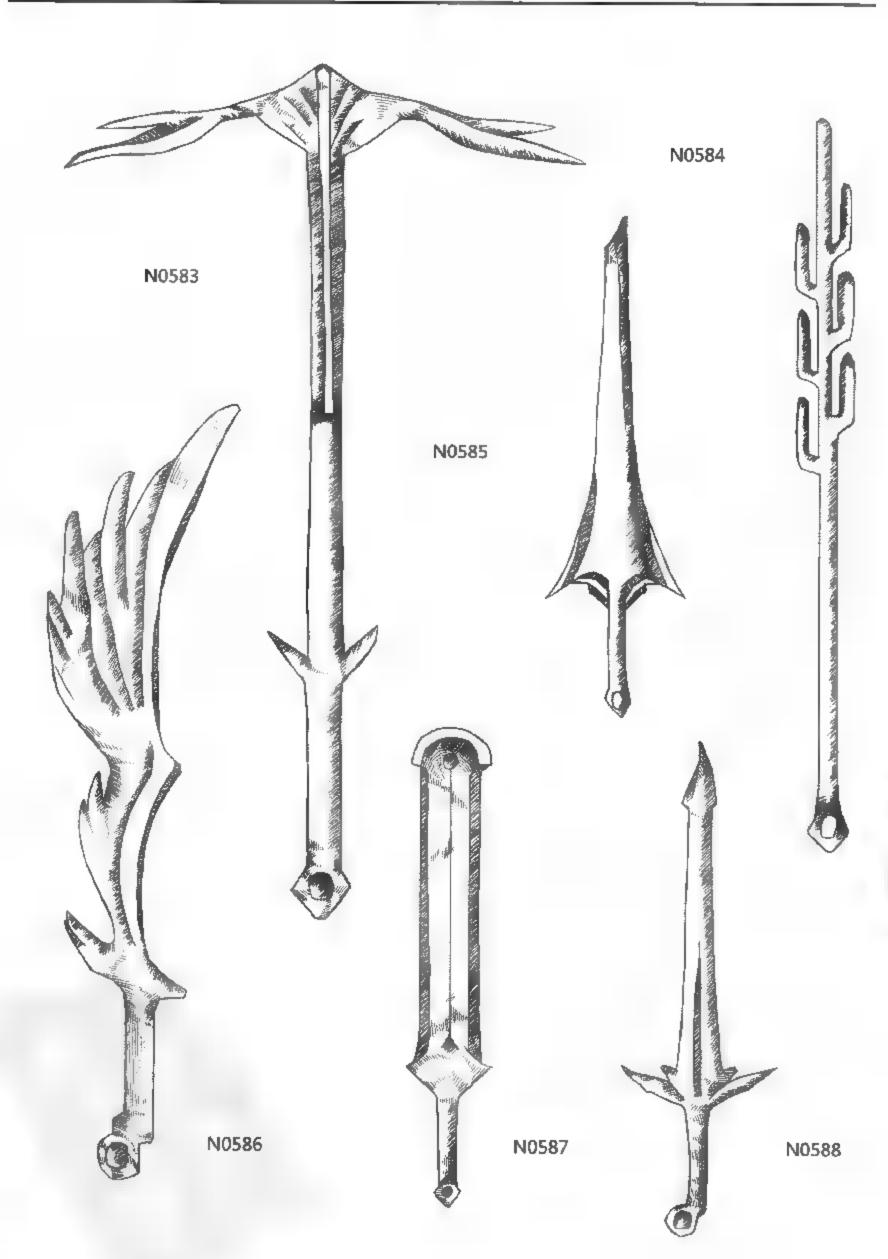
热兵器,是指一种利用推进燃料快速燃烧后产生的高压气体推进发射物的射击武器,现代将所有依靠火药或类似化学反应提供能量,以起到伤害作用的,或者直接利用火、化学、激光等携带的侧量伤人的兵器都称为热兵器。

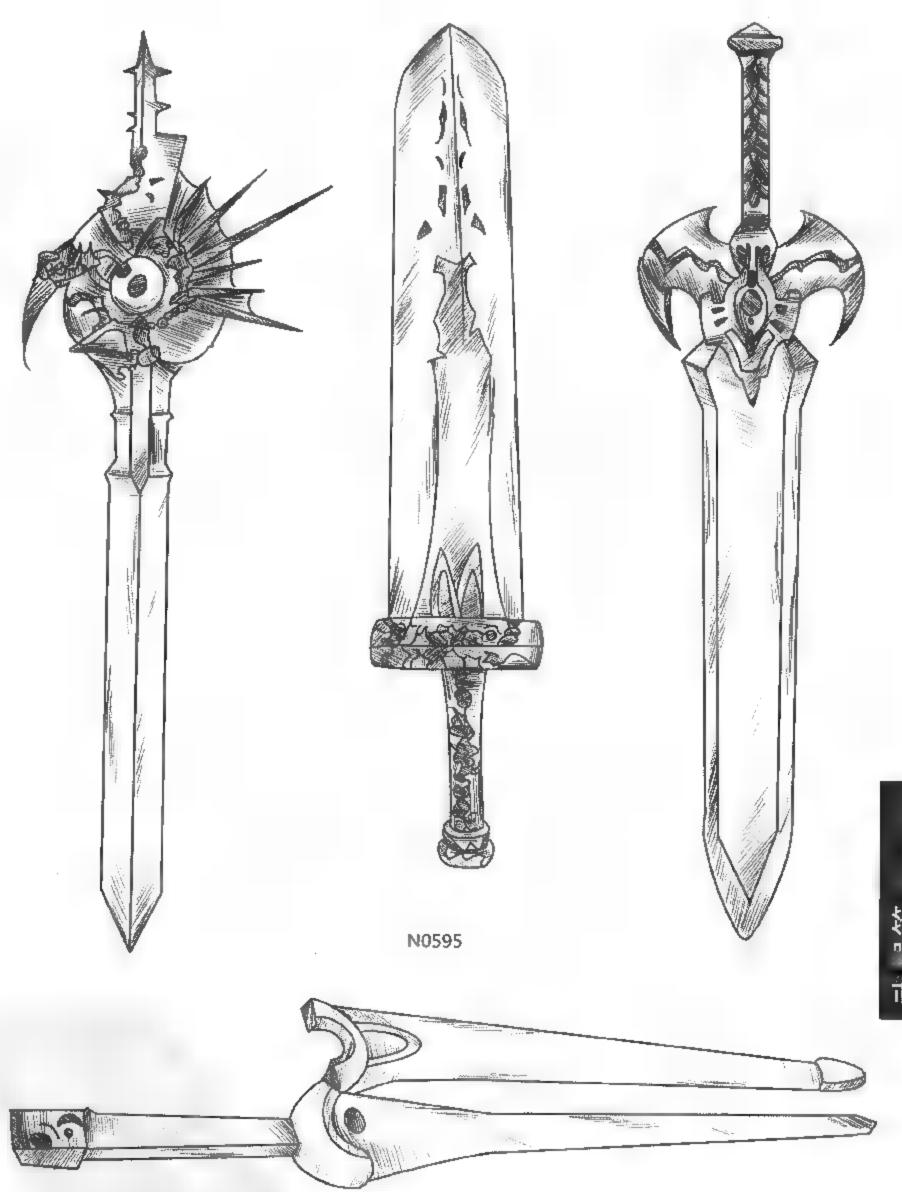




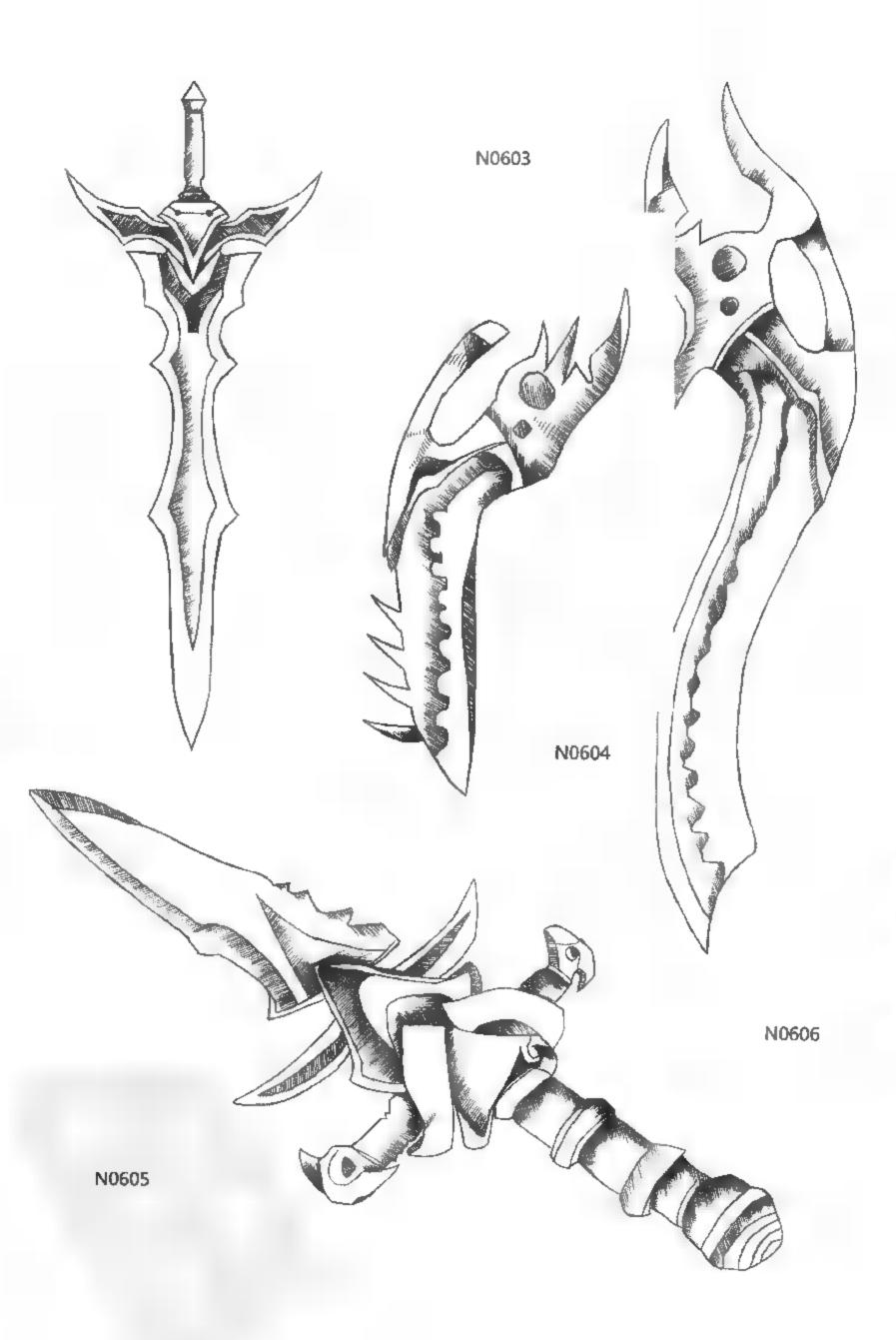


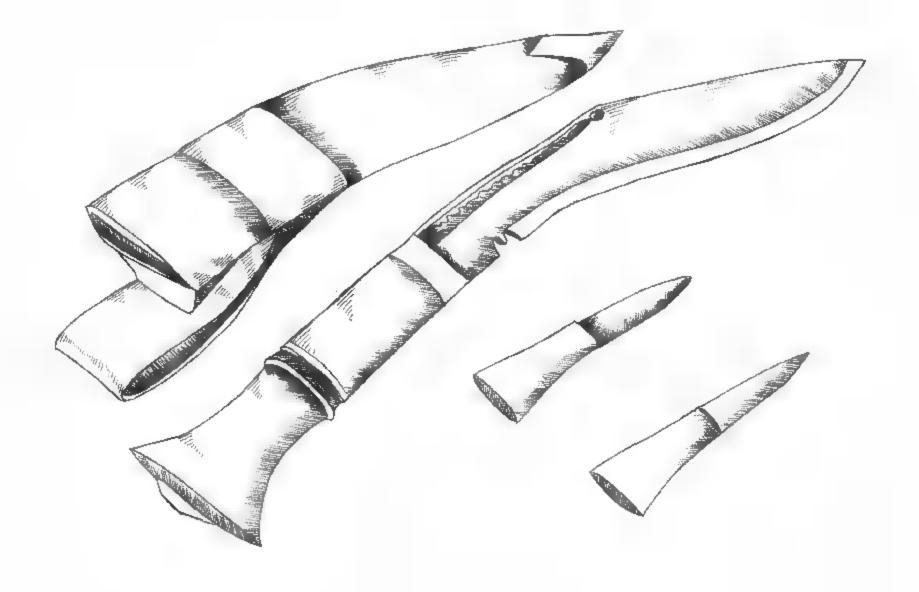
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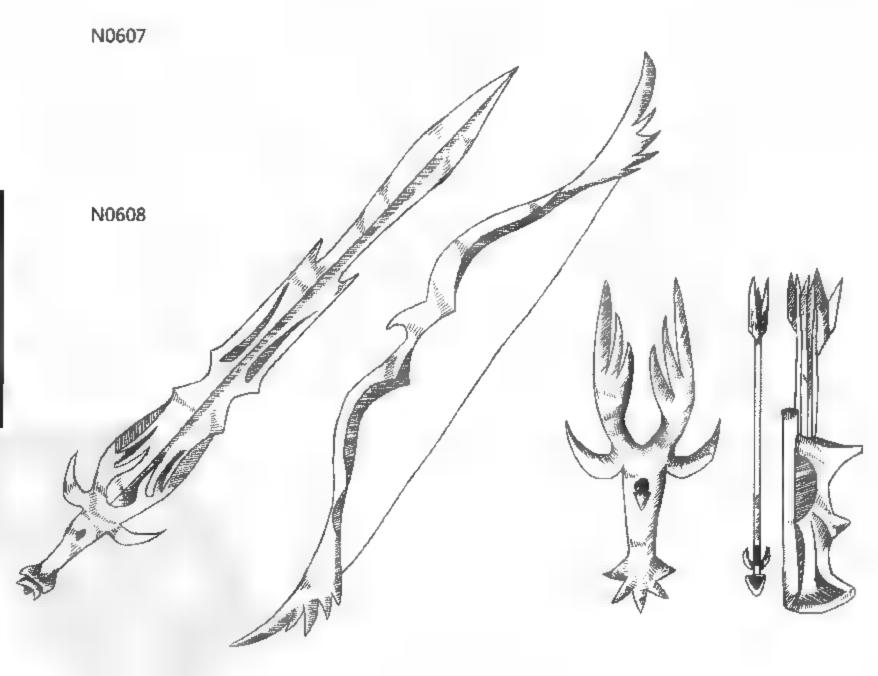


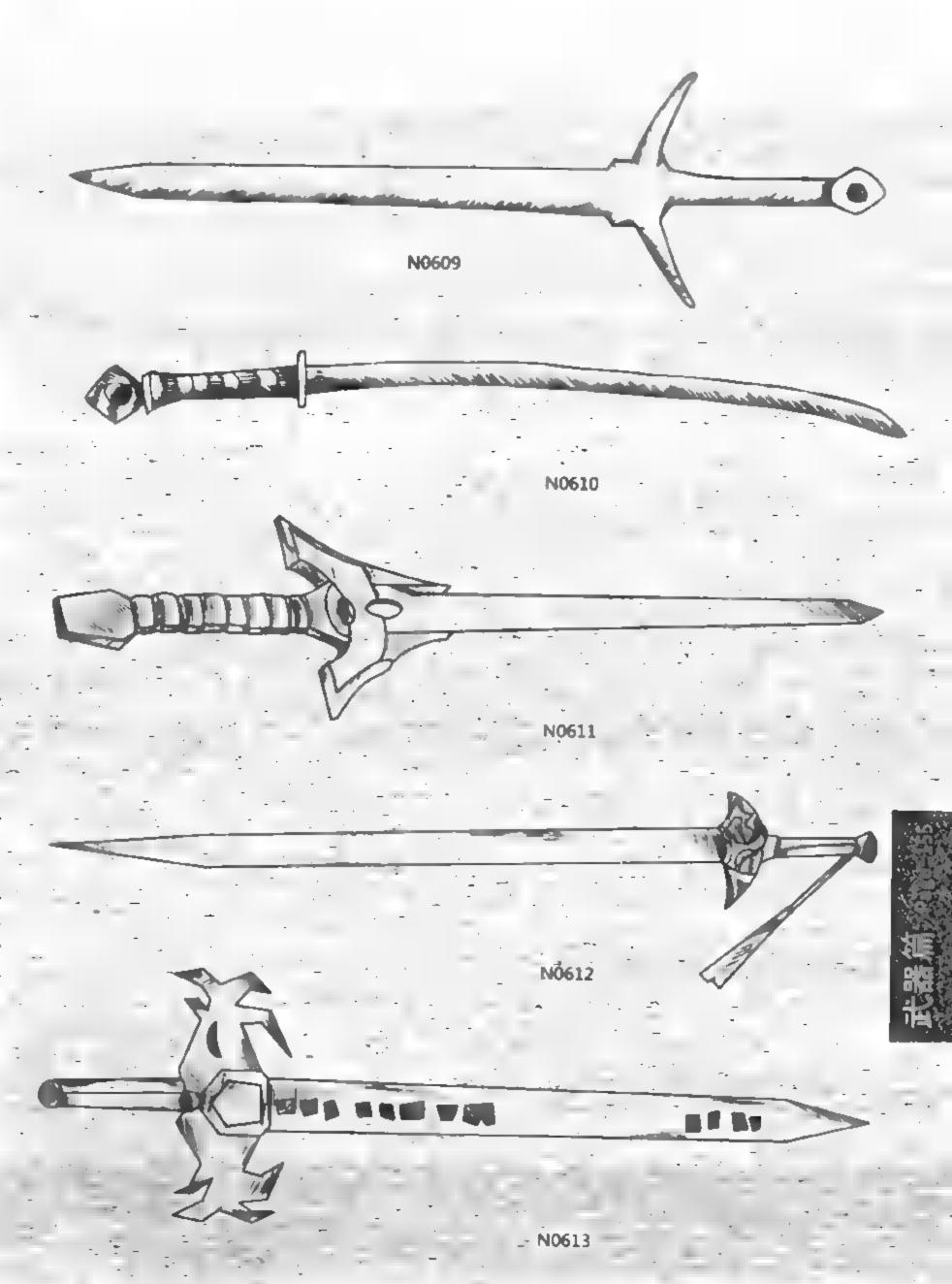


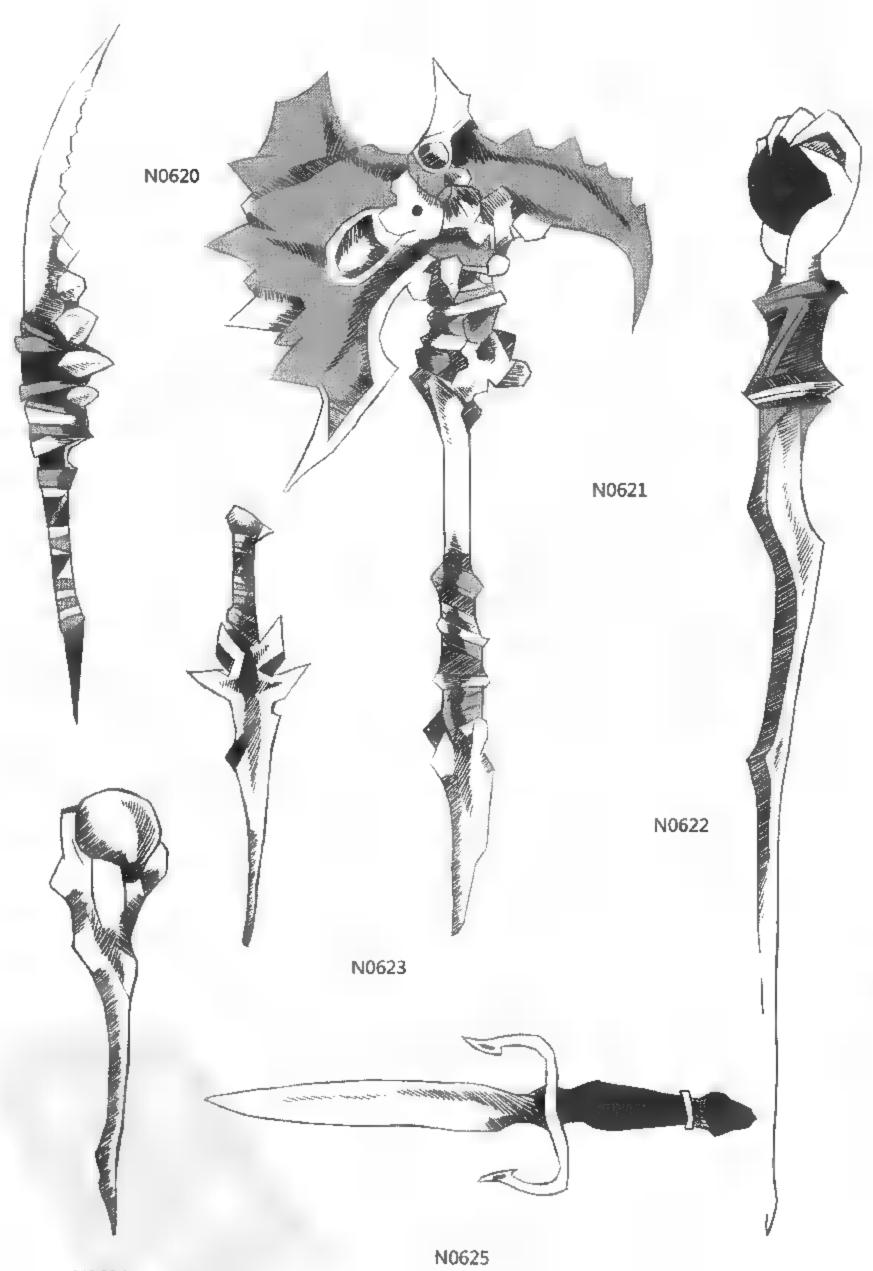
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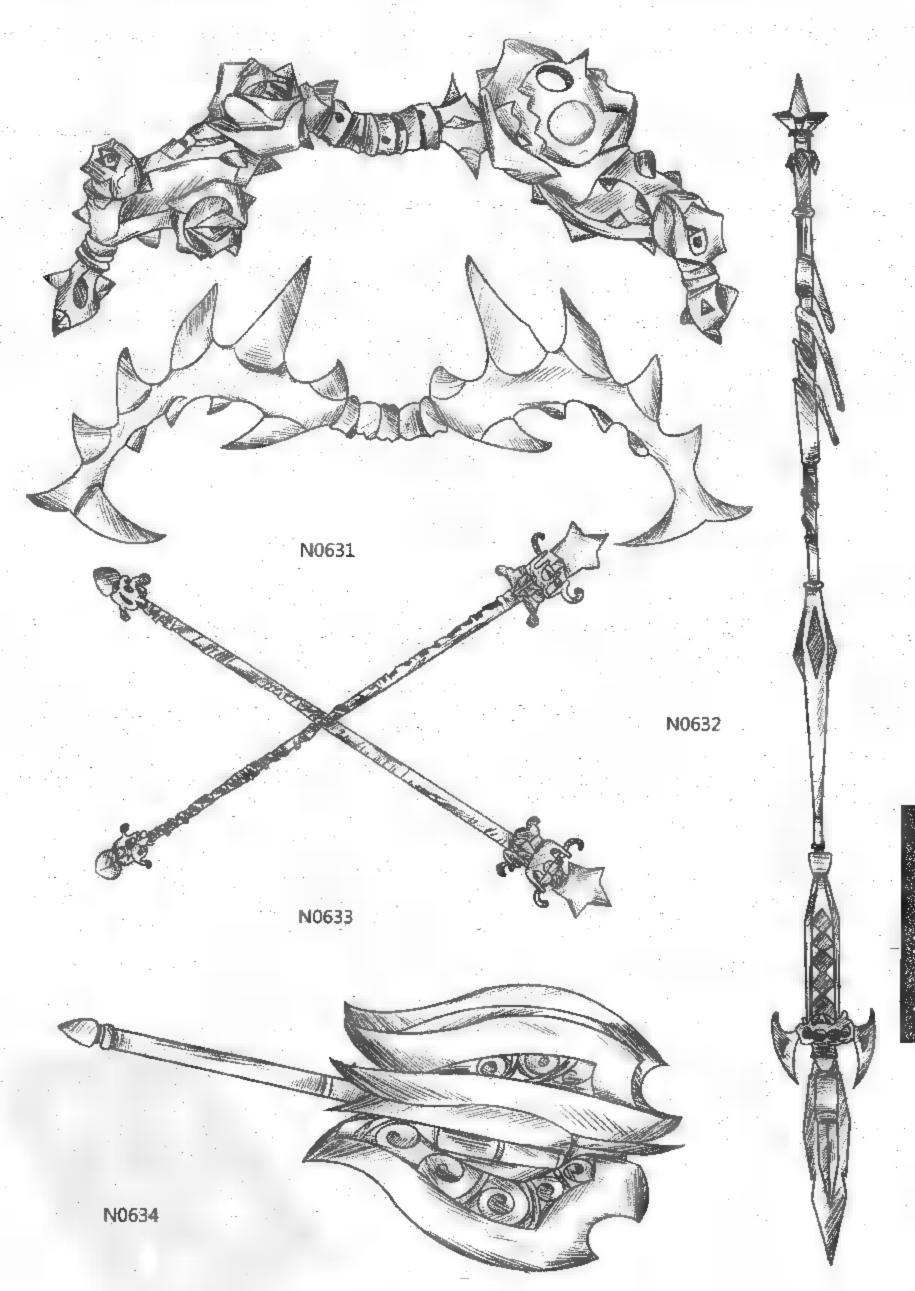


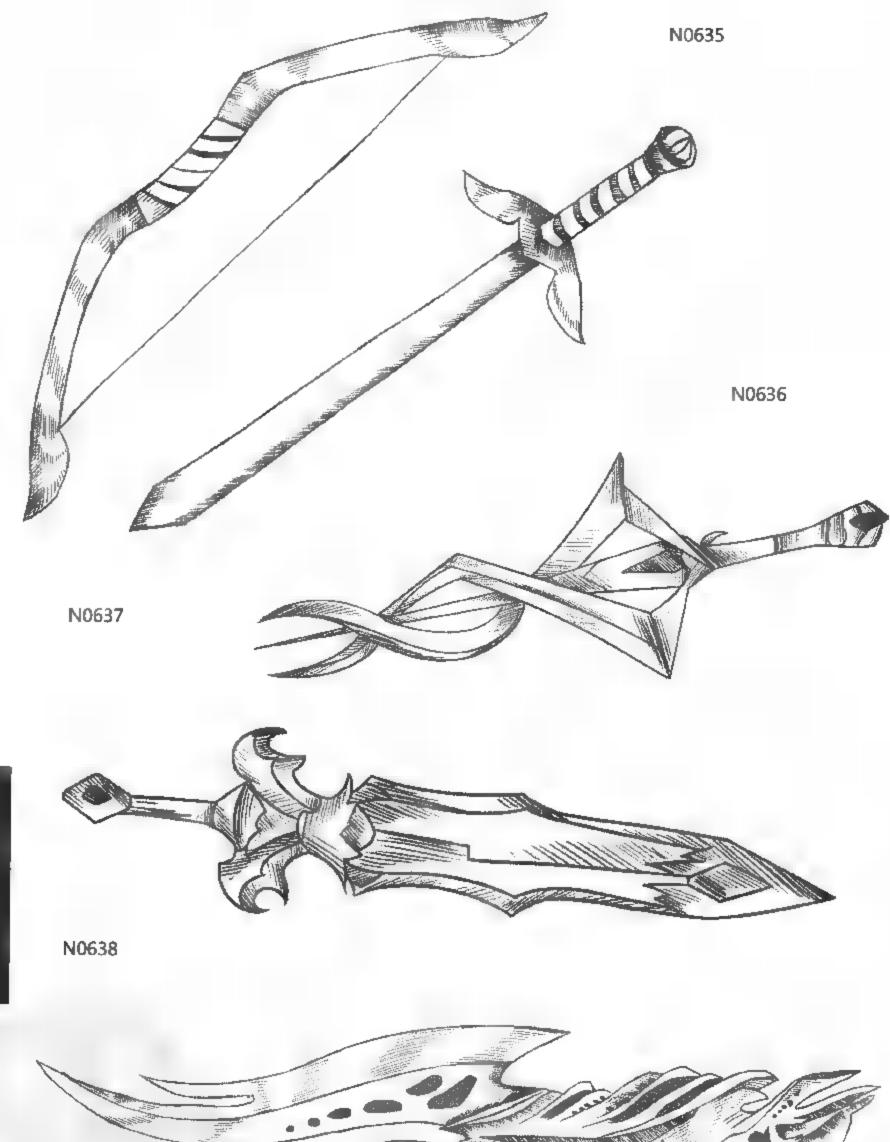




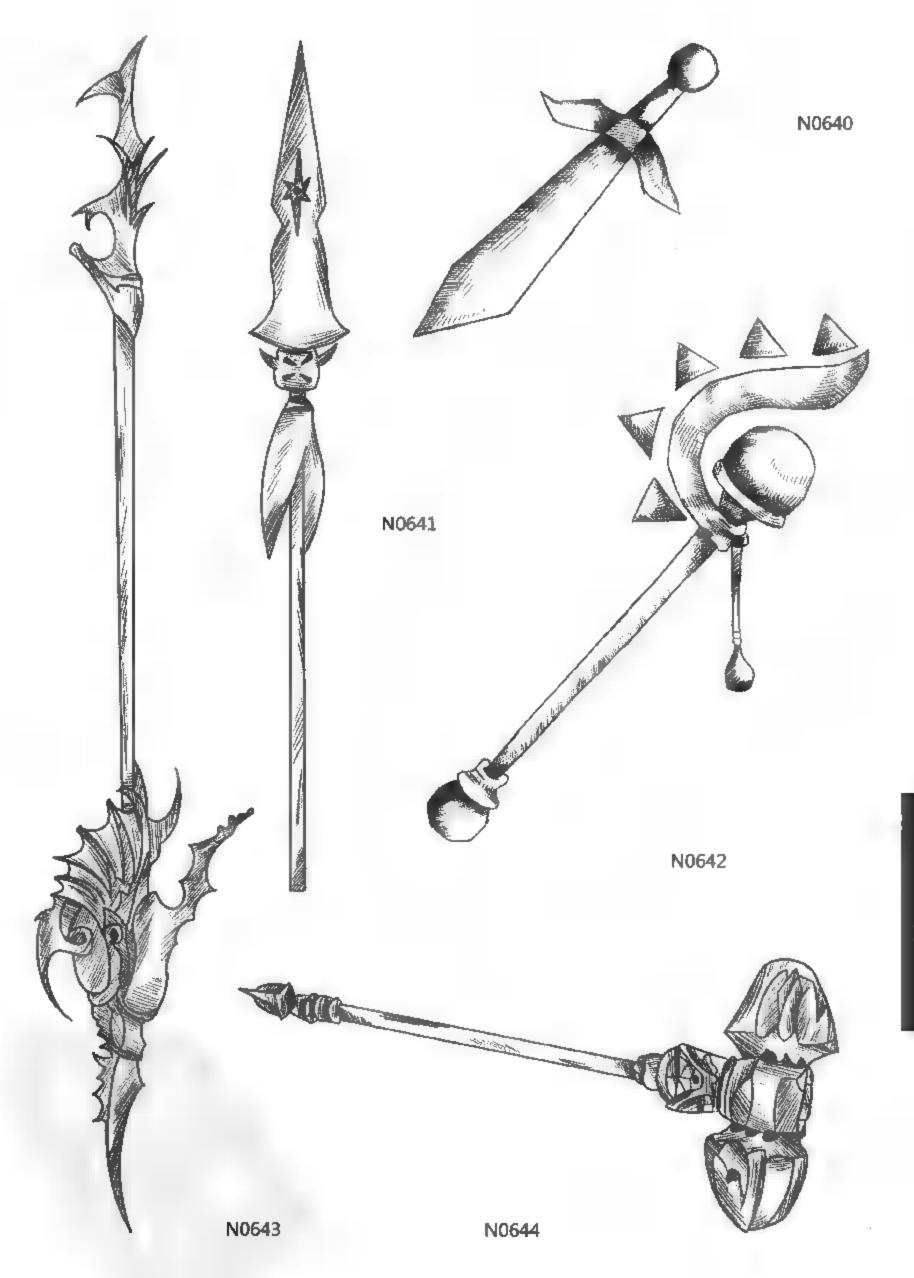


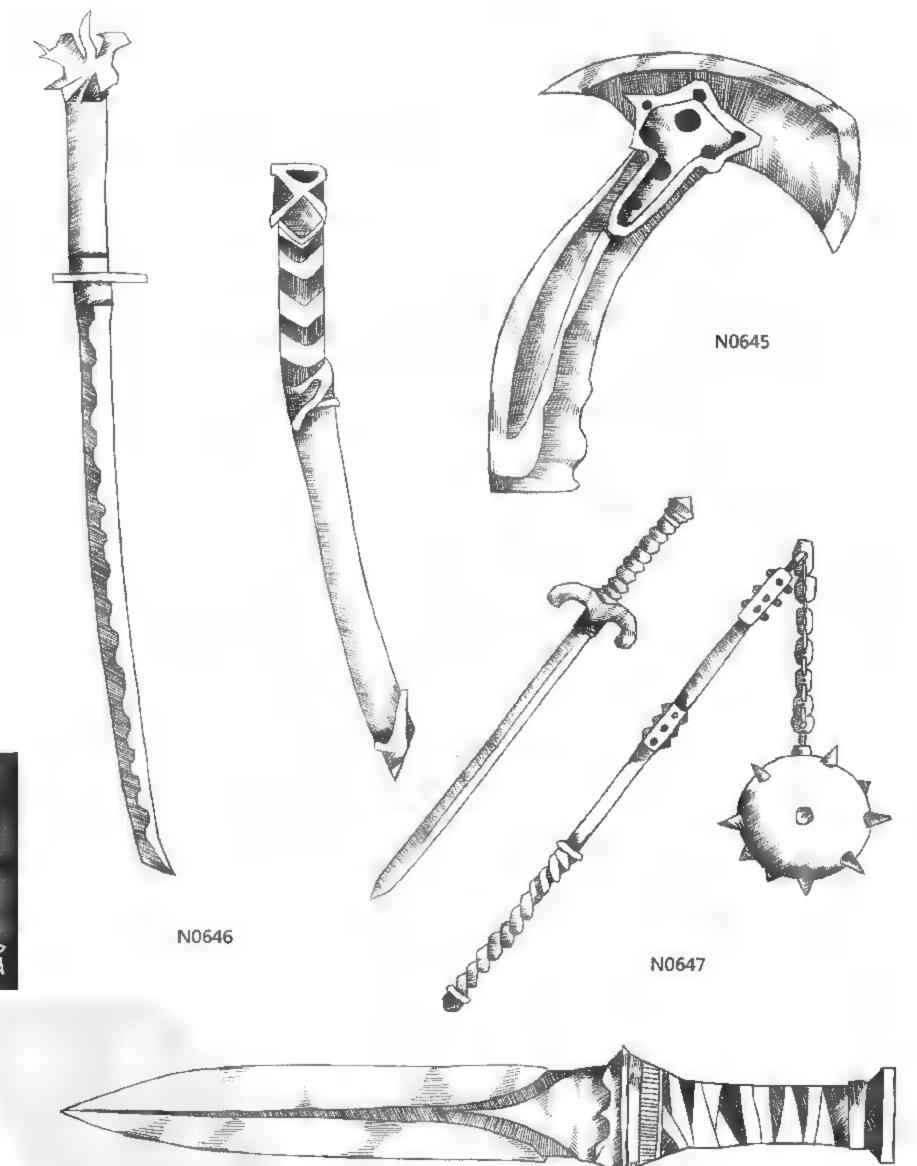
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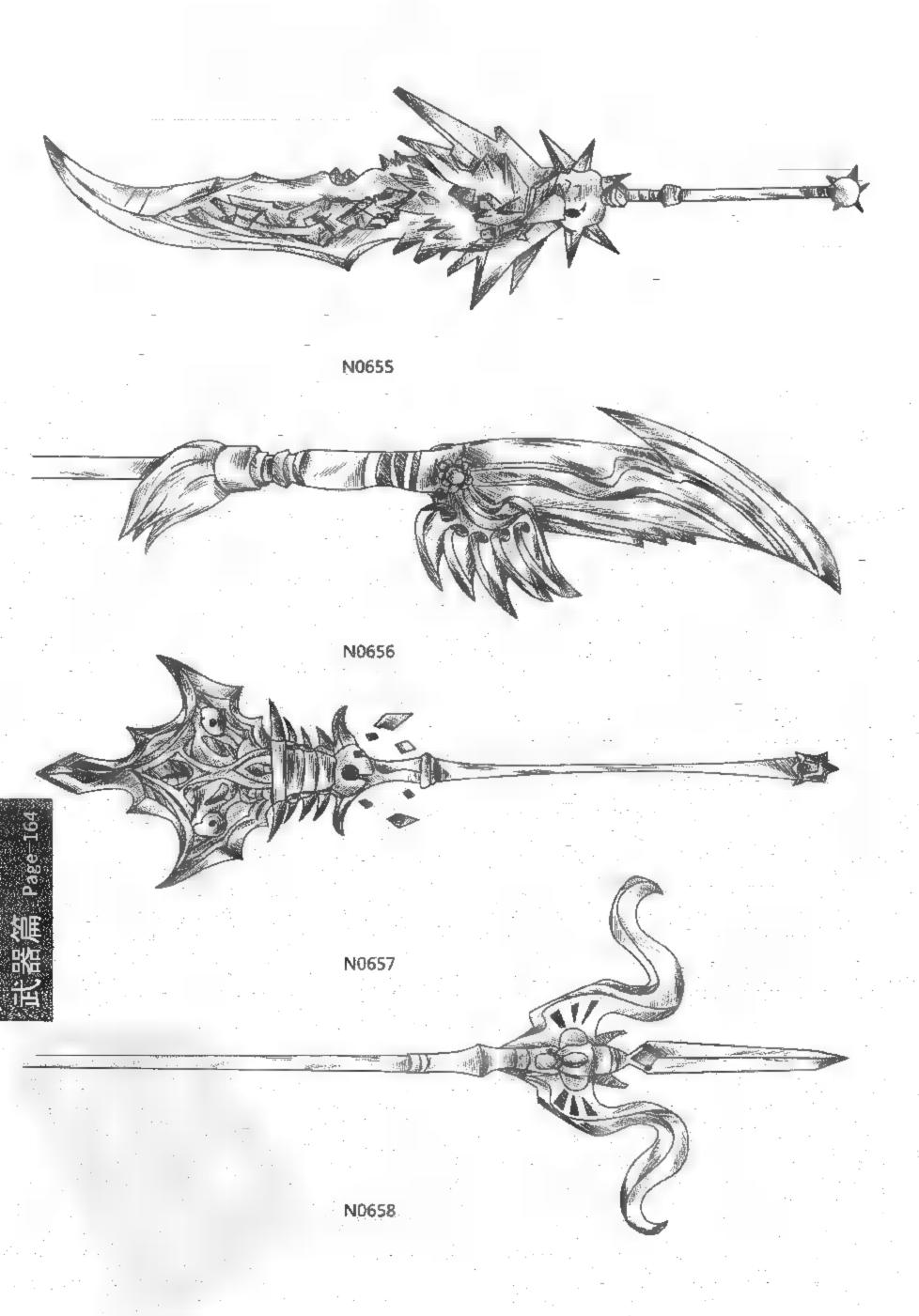


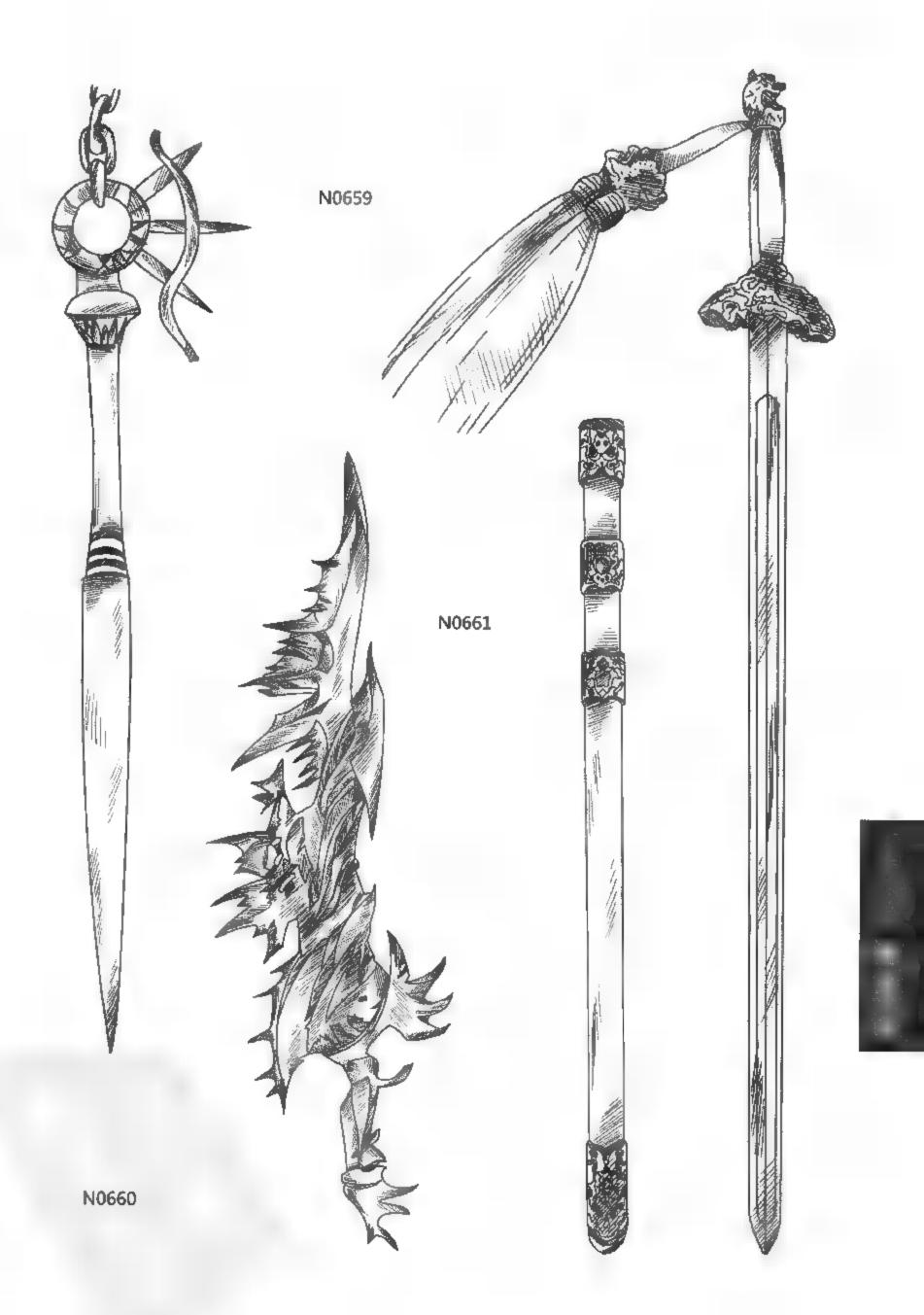
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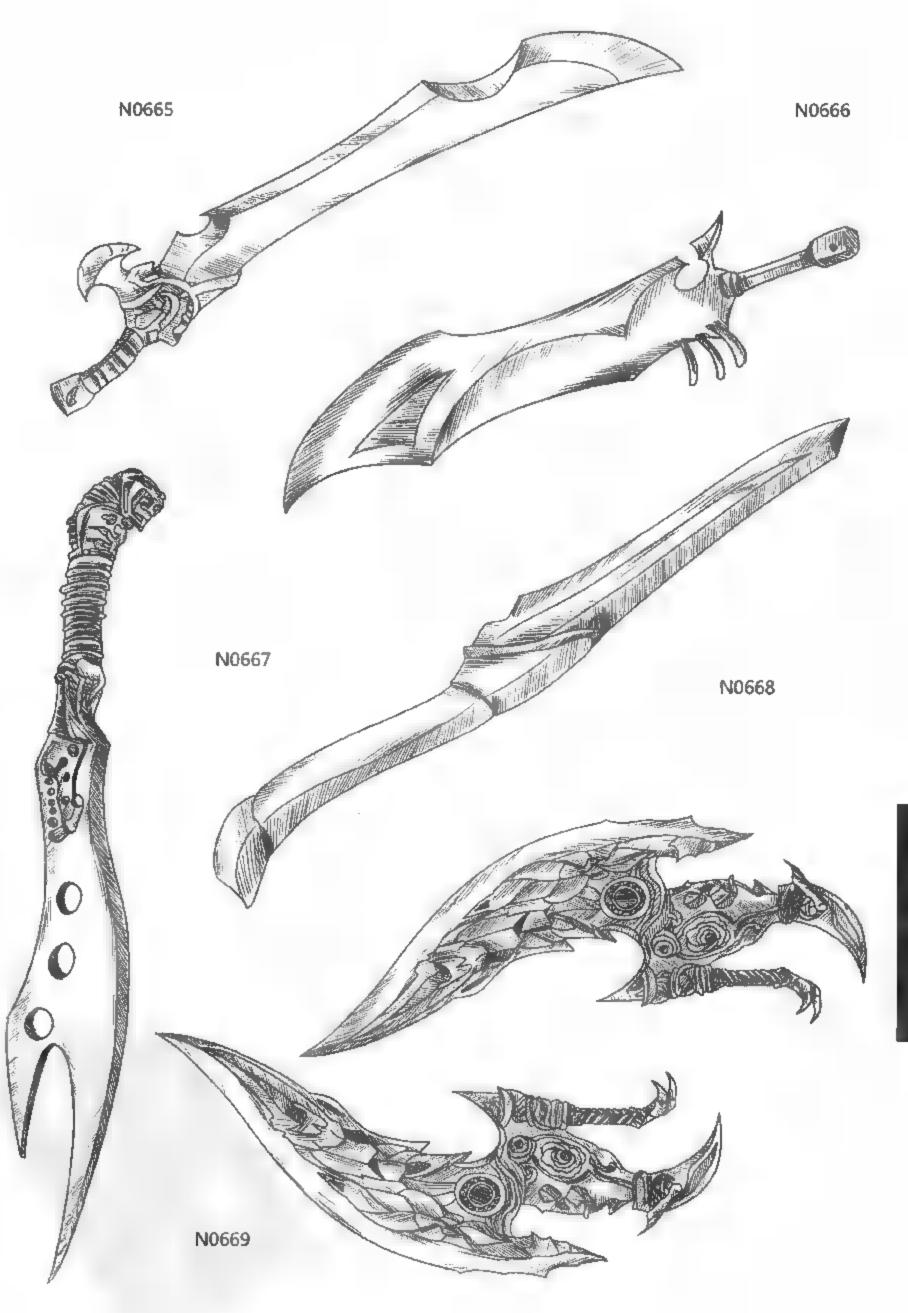


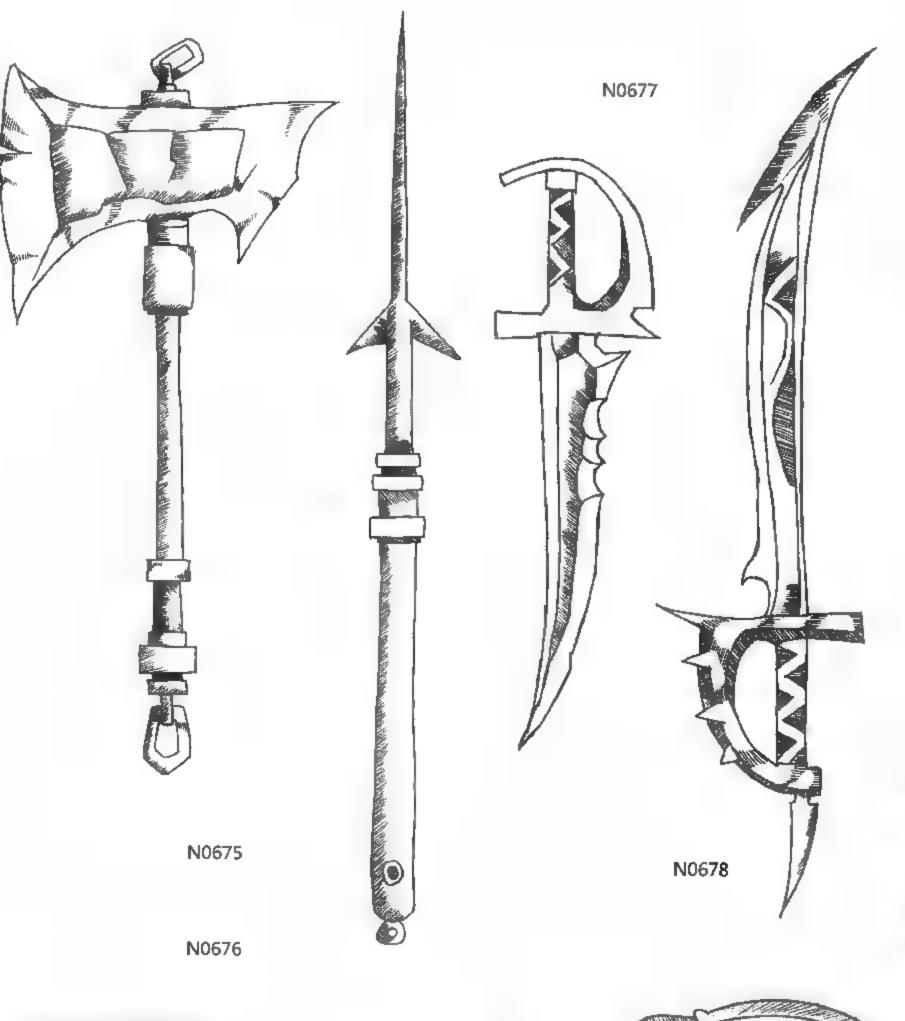


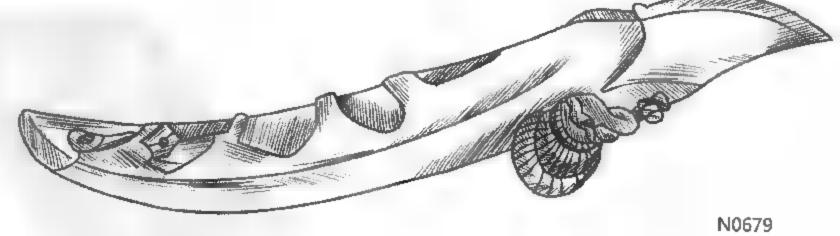


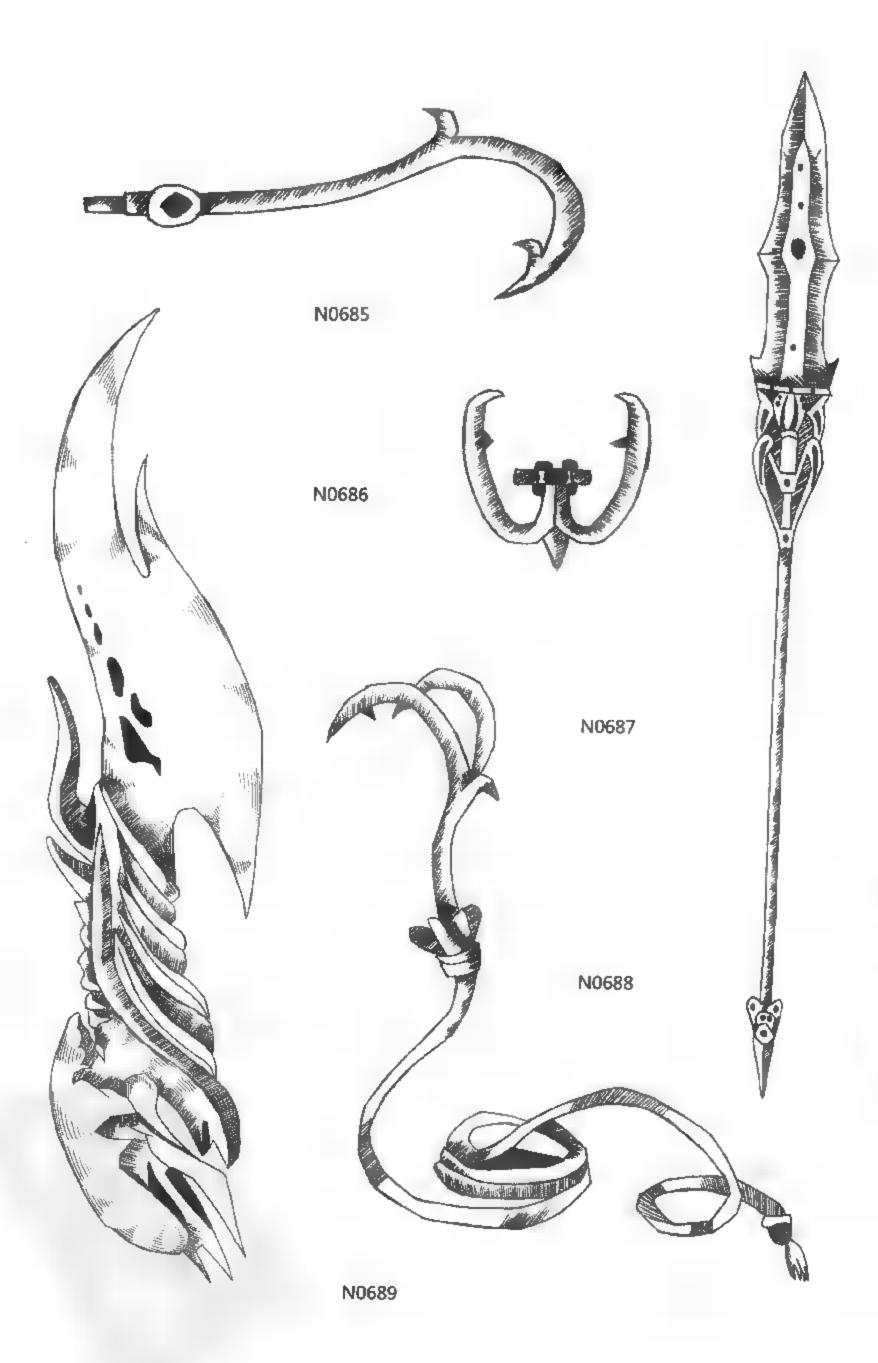


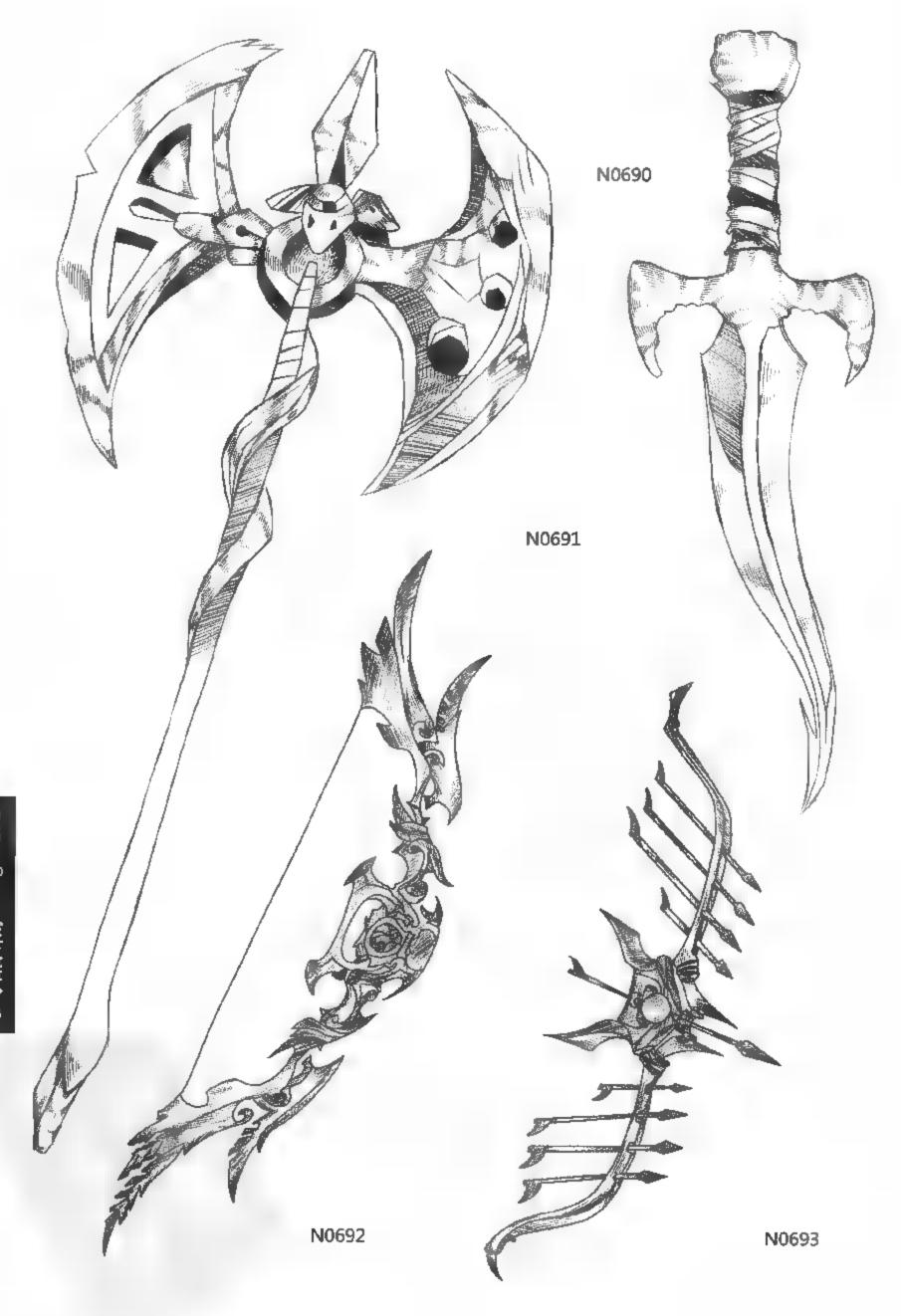
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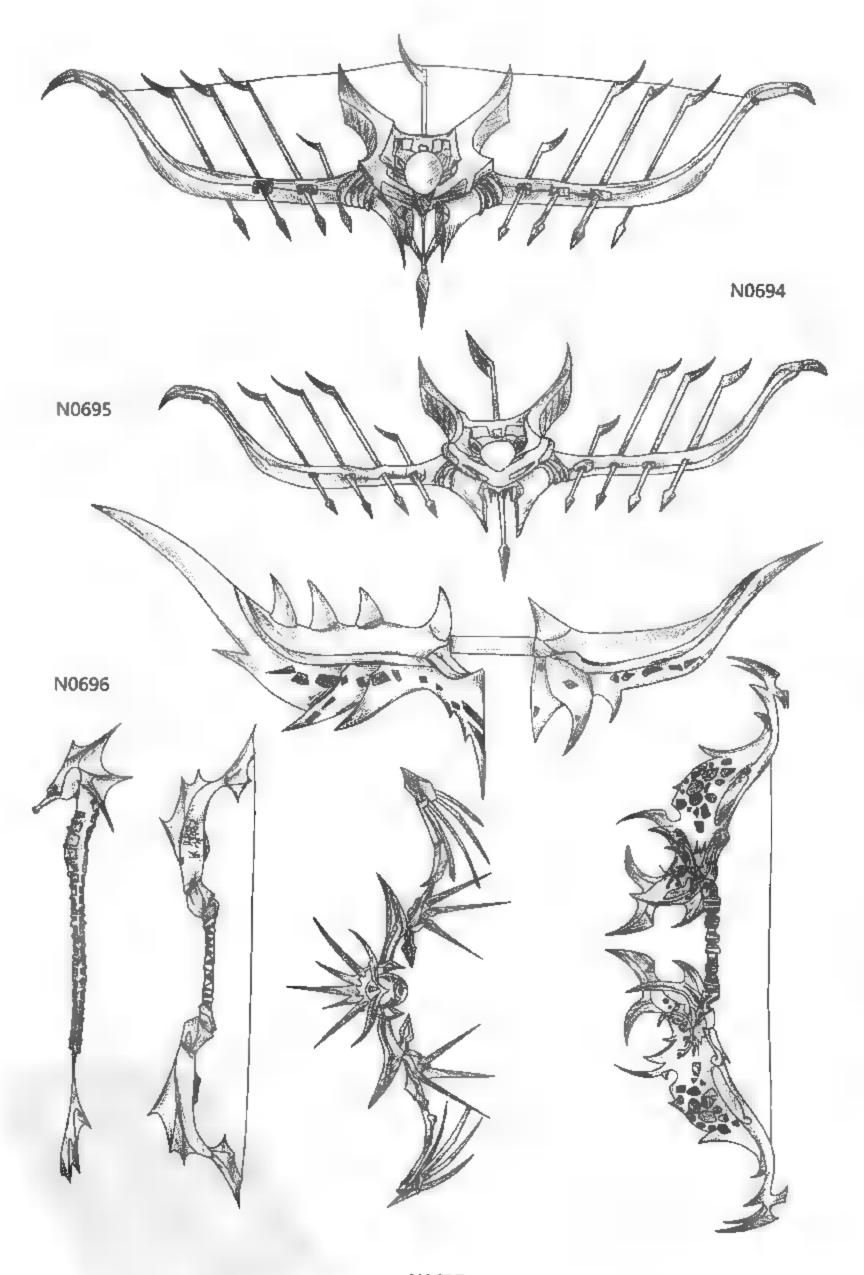




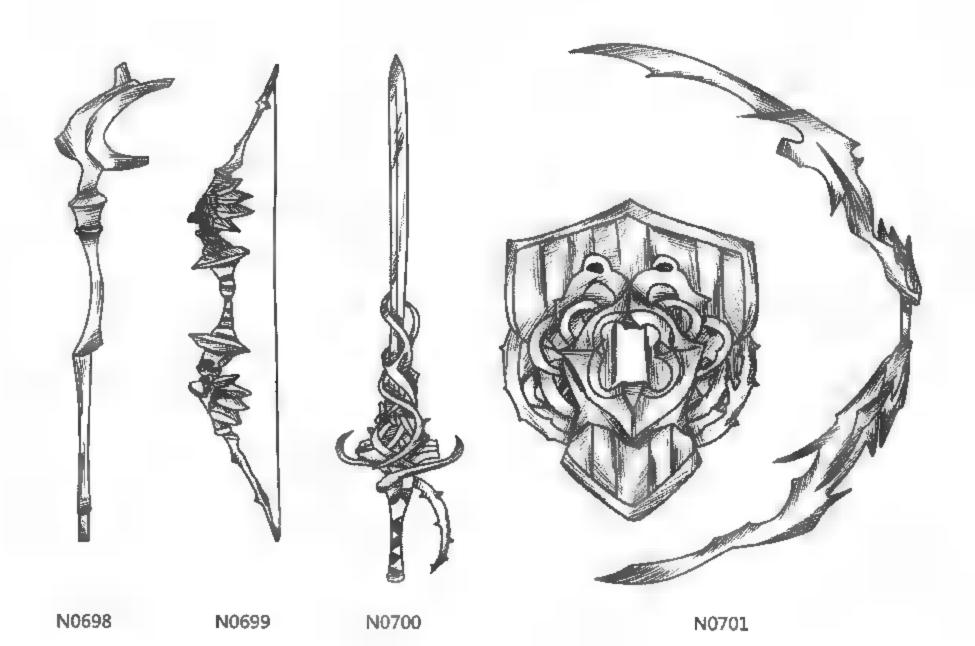


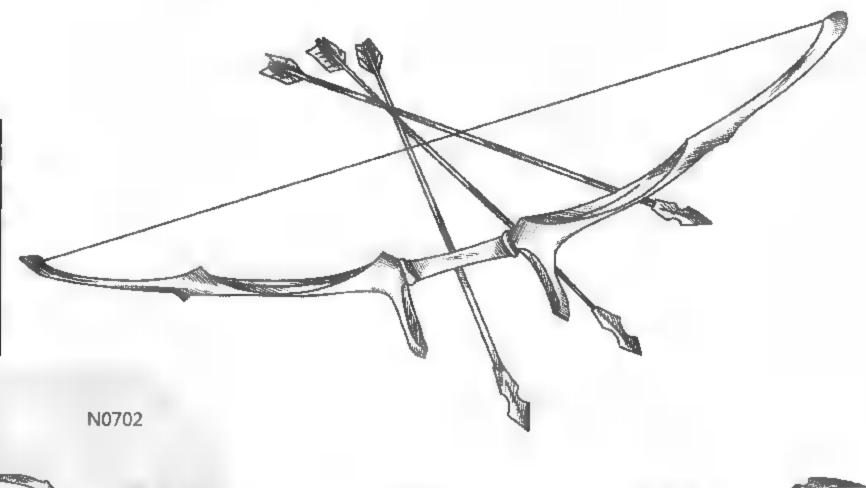


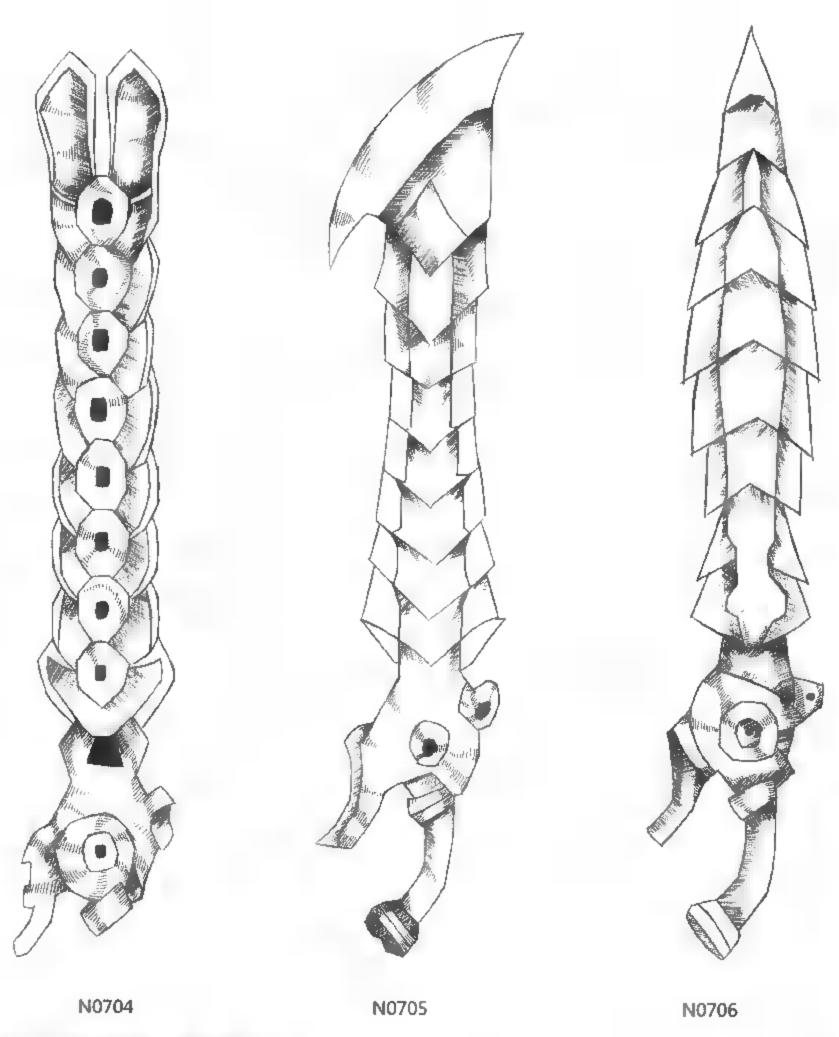


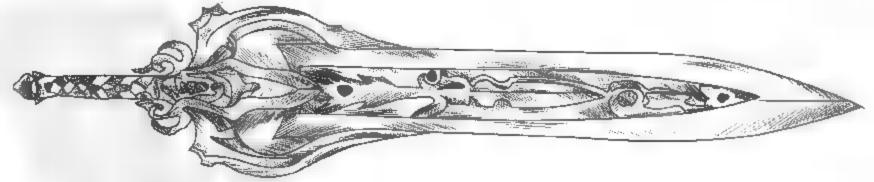


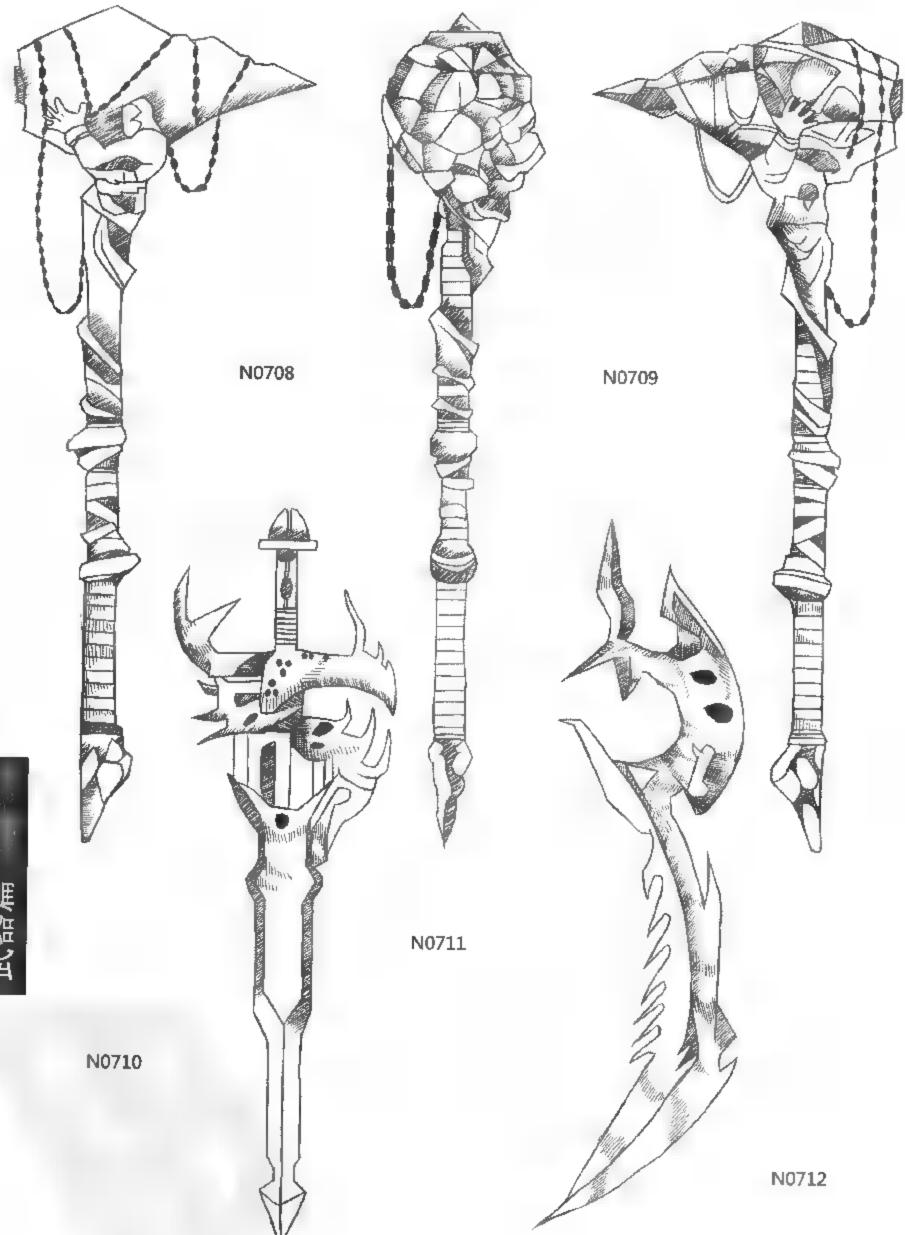
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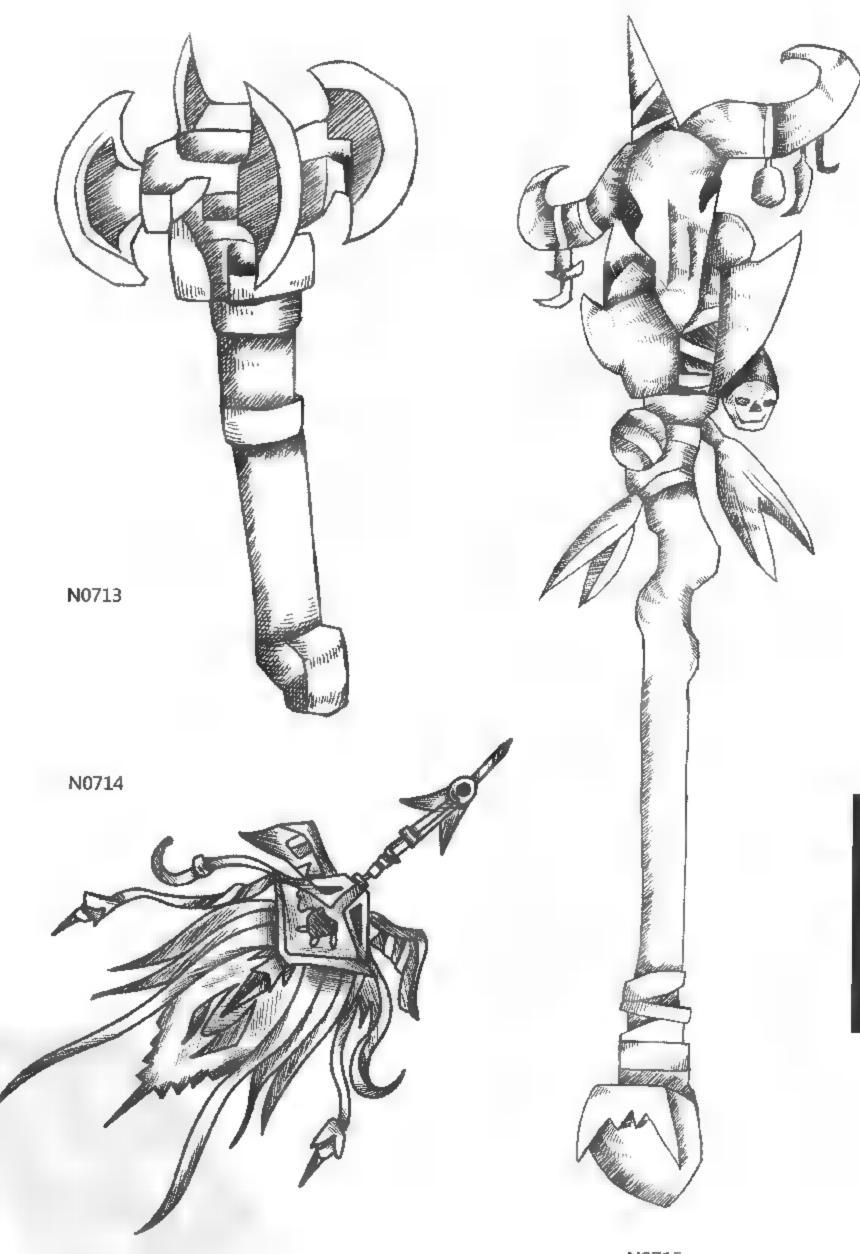




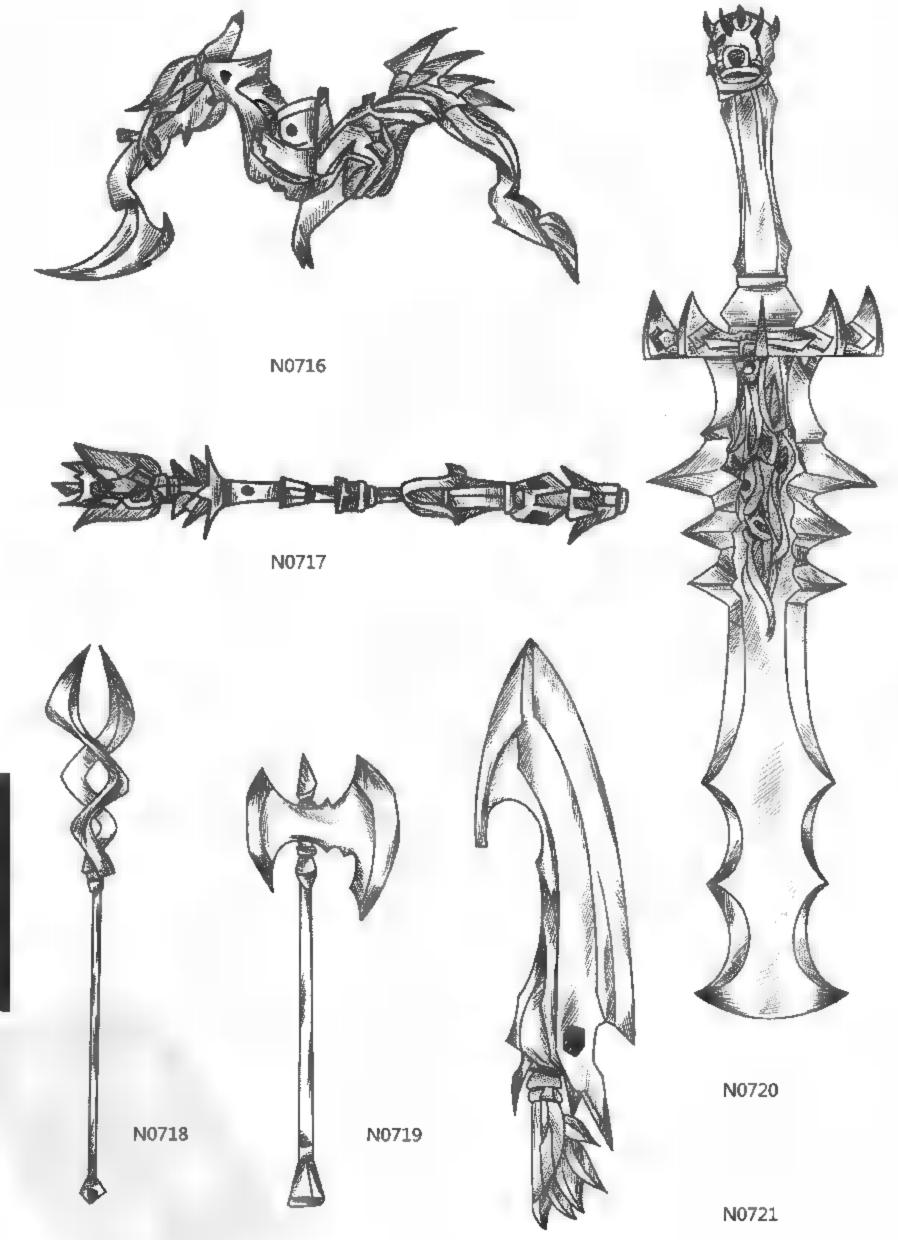


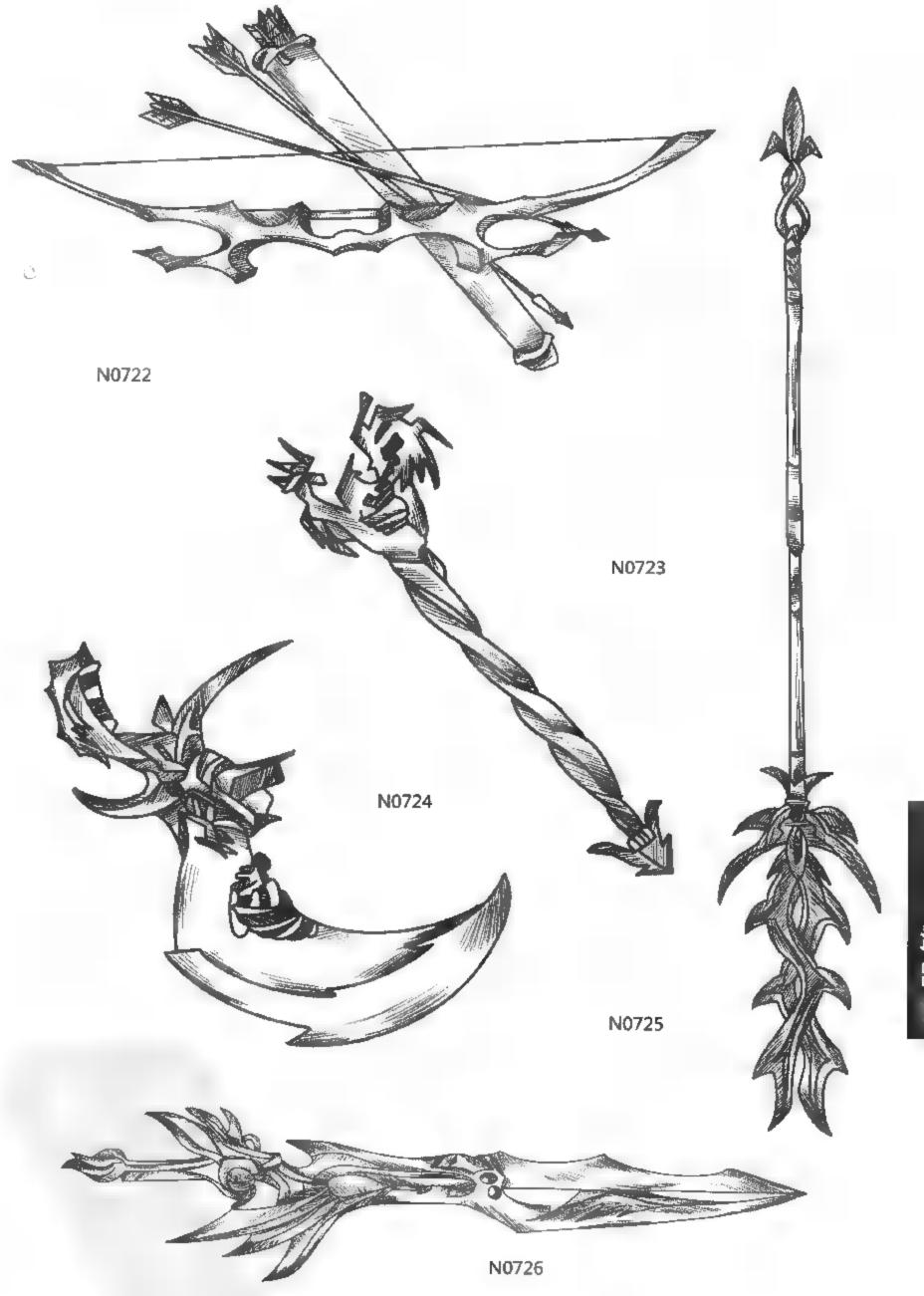


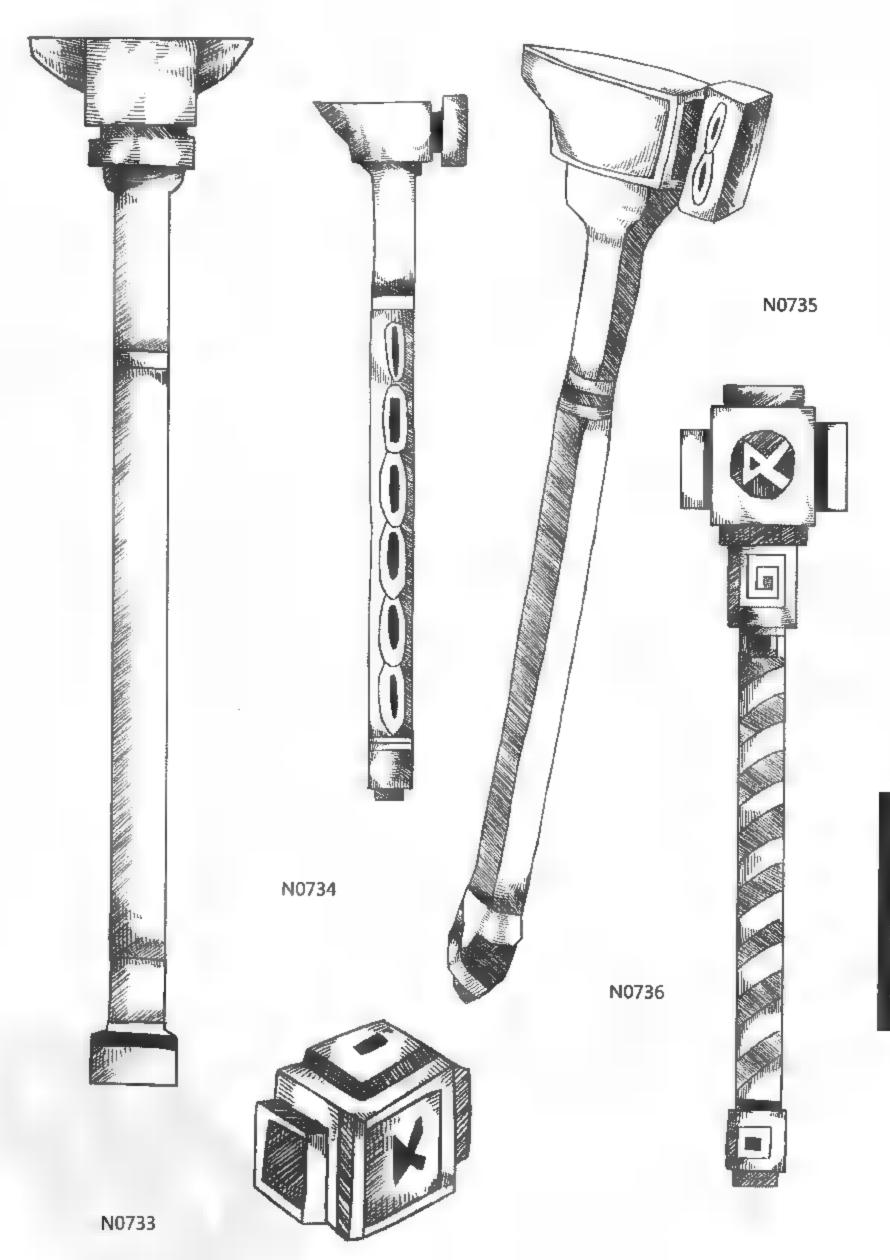




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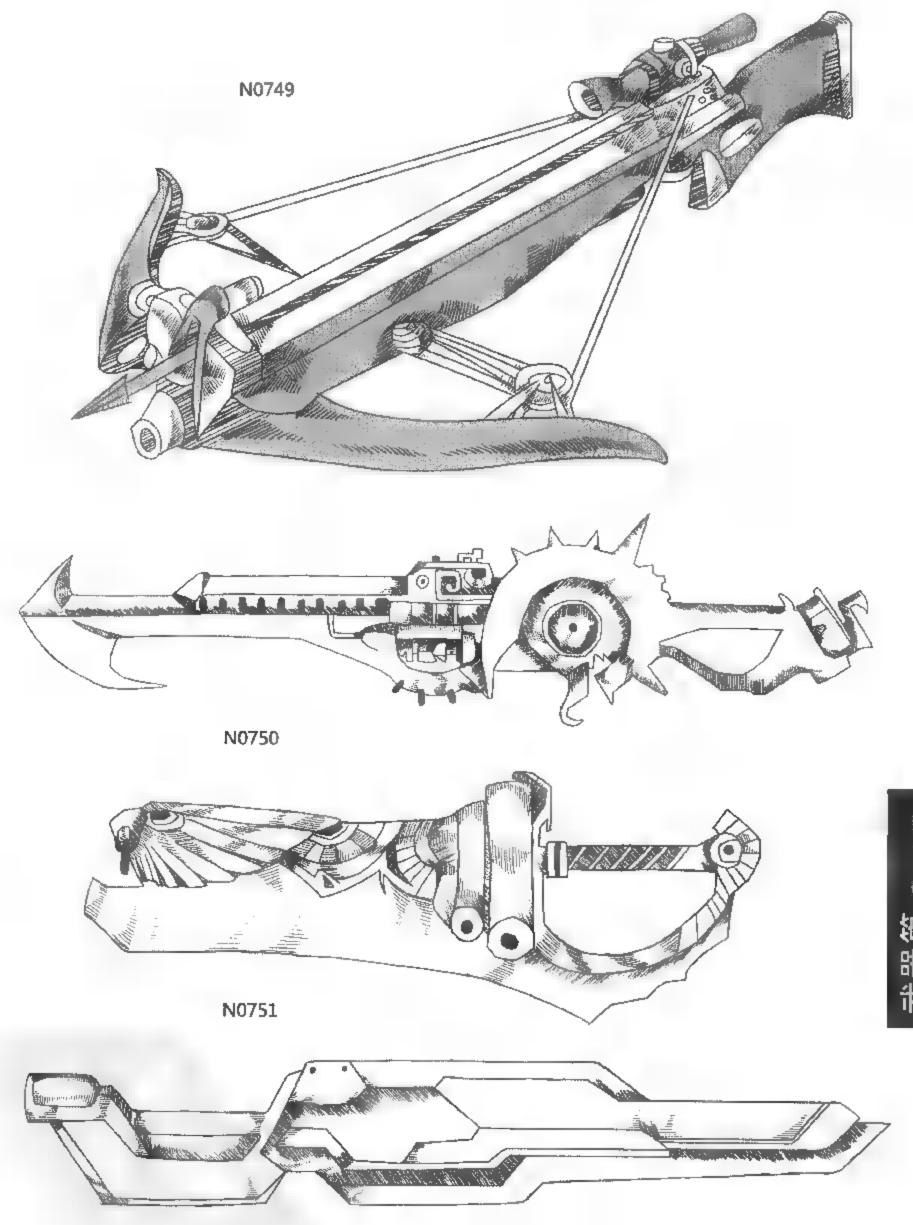




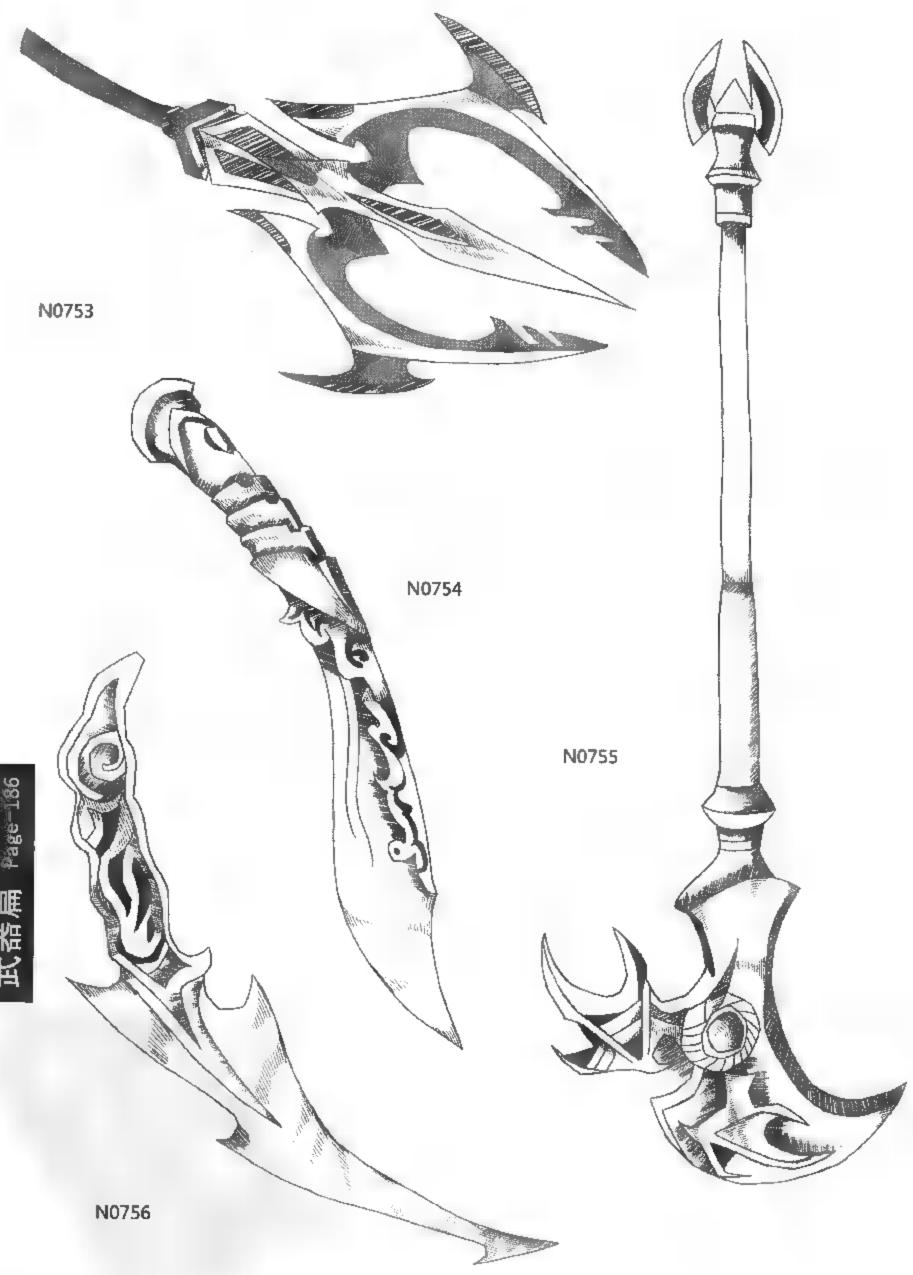


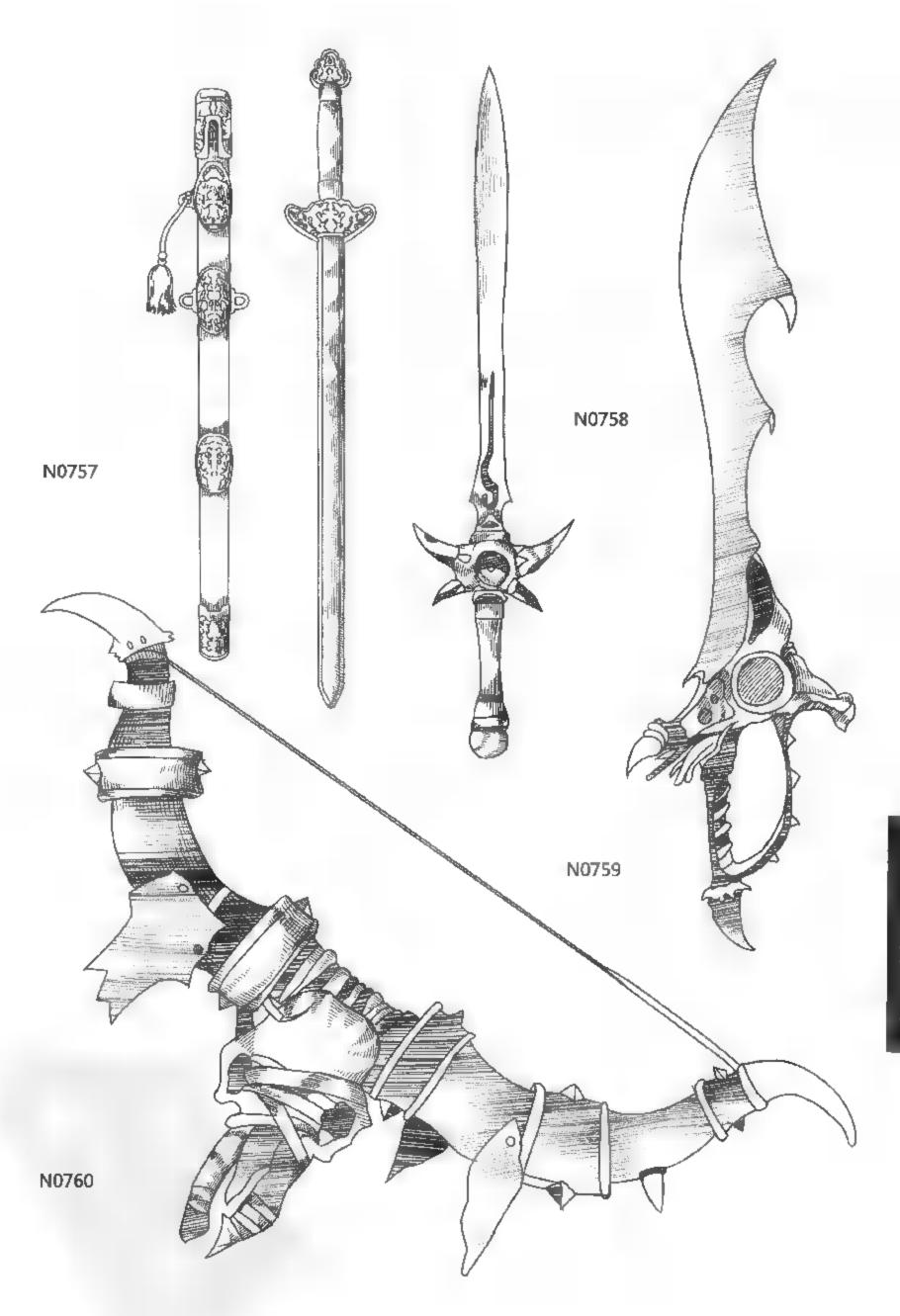


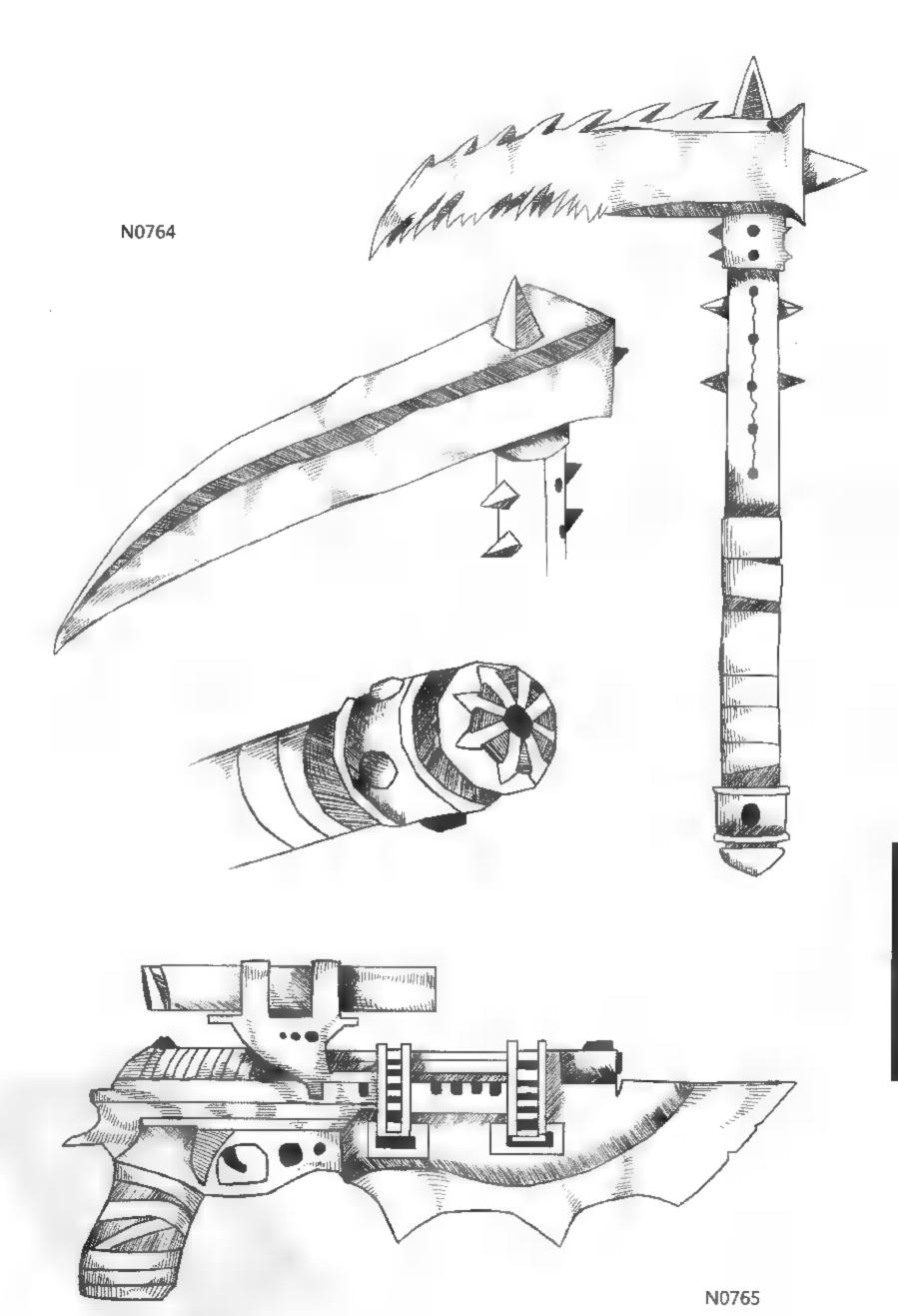




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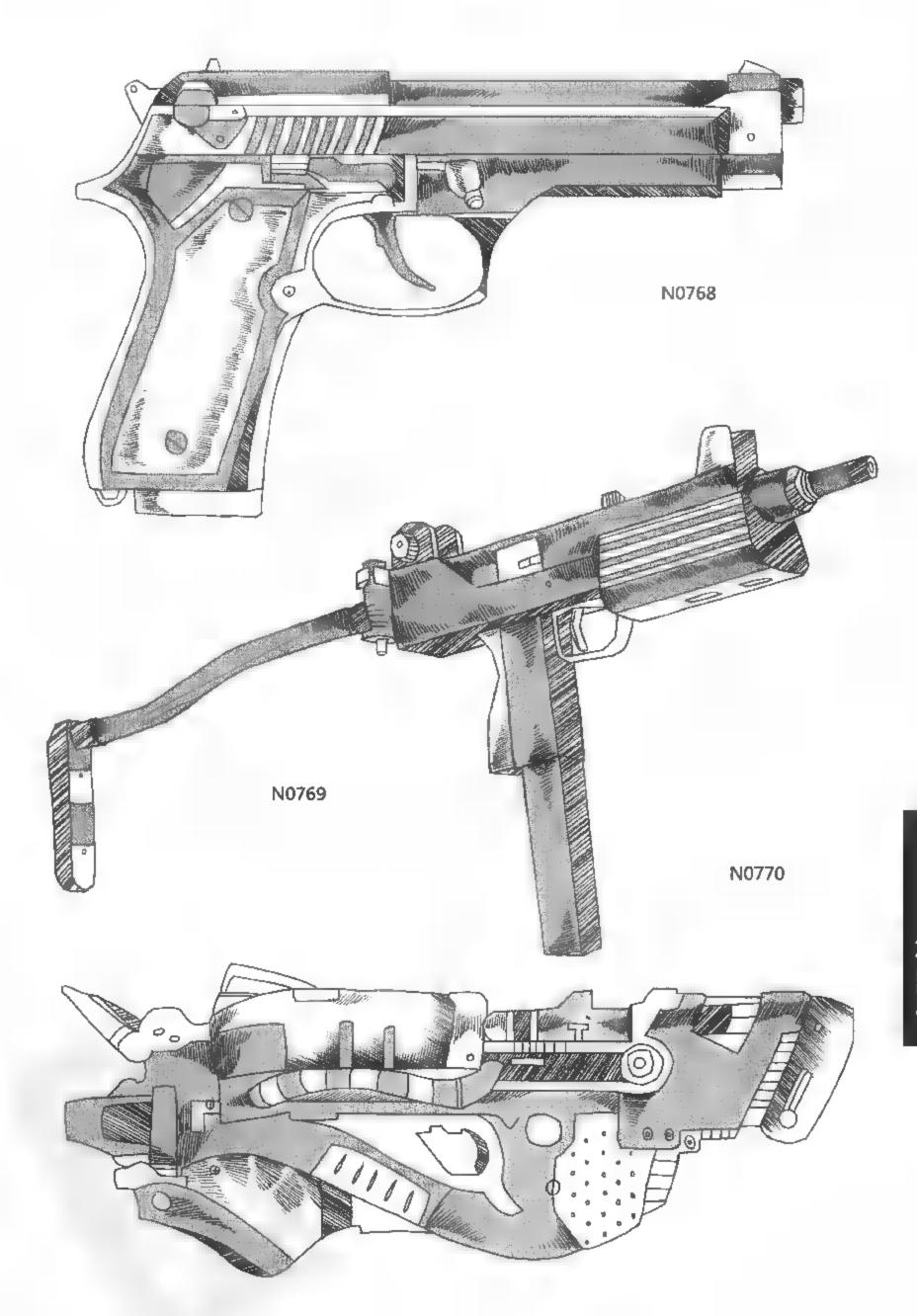




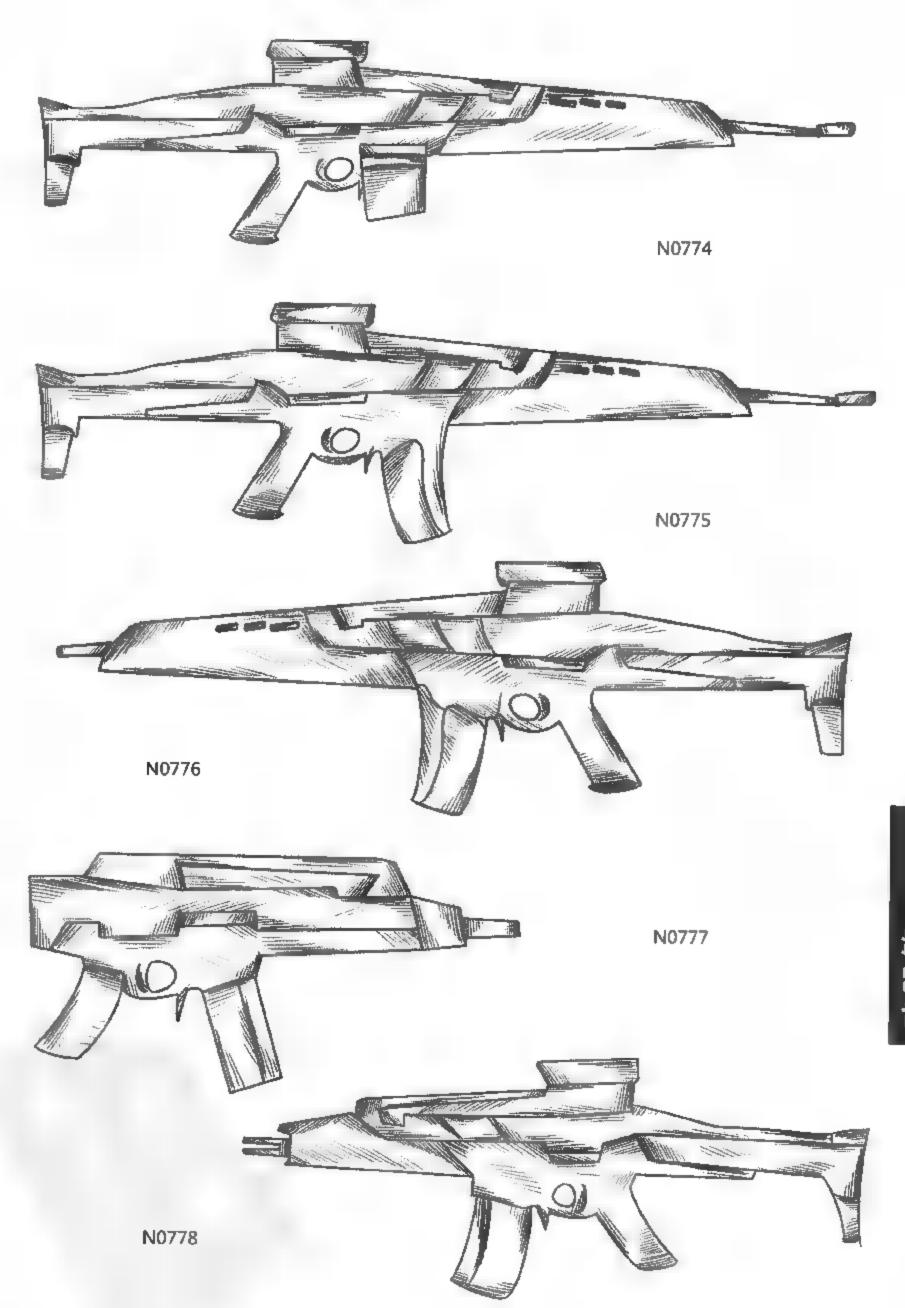


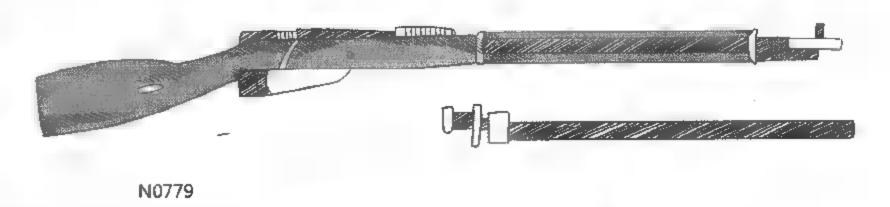


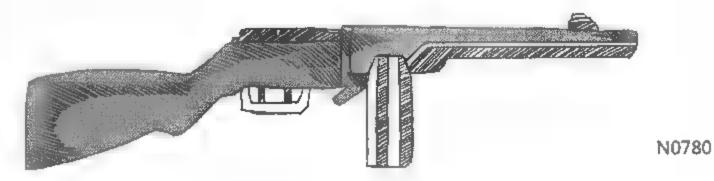


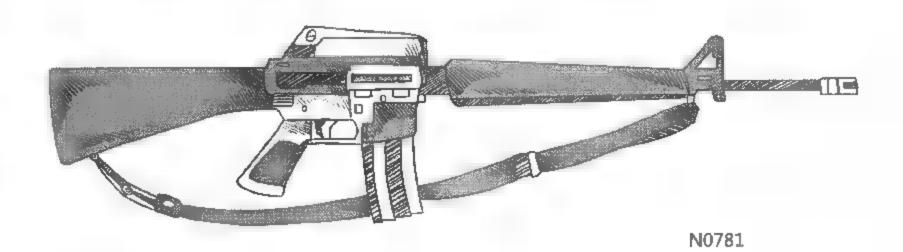


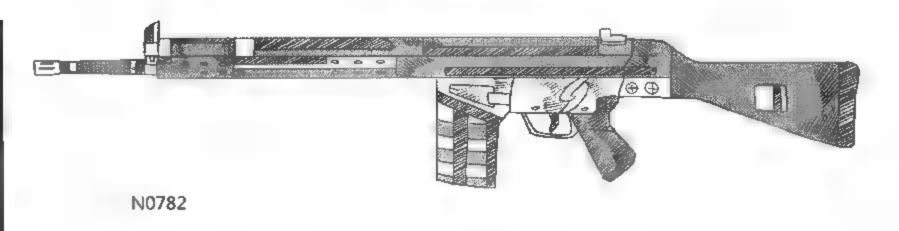


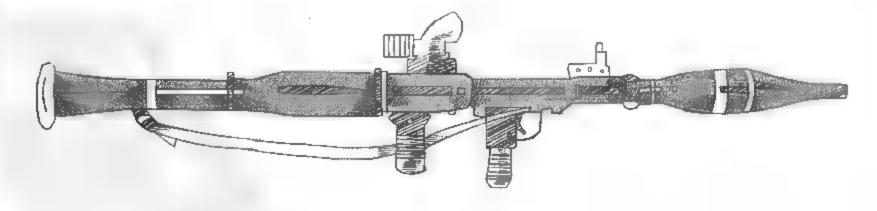


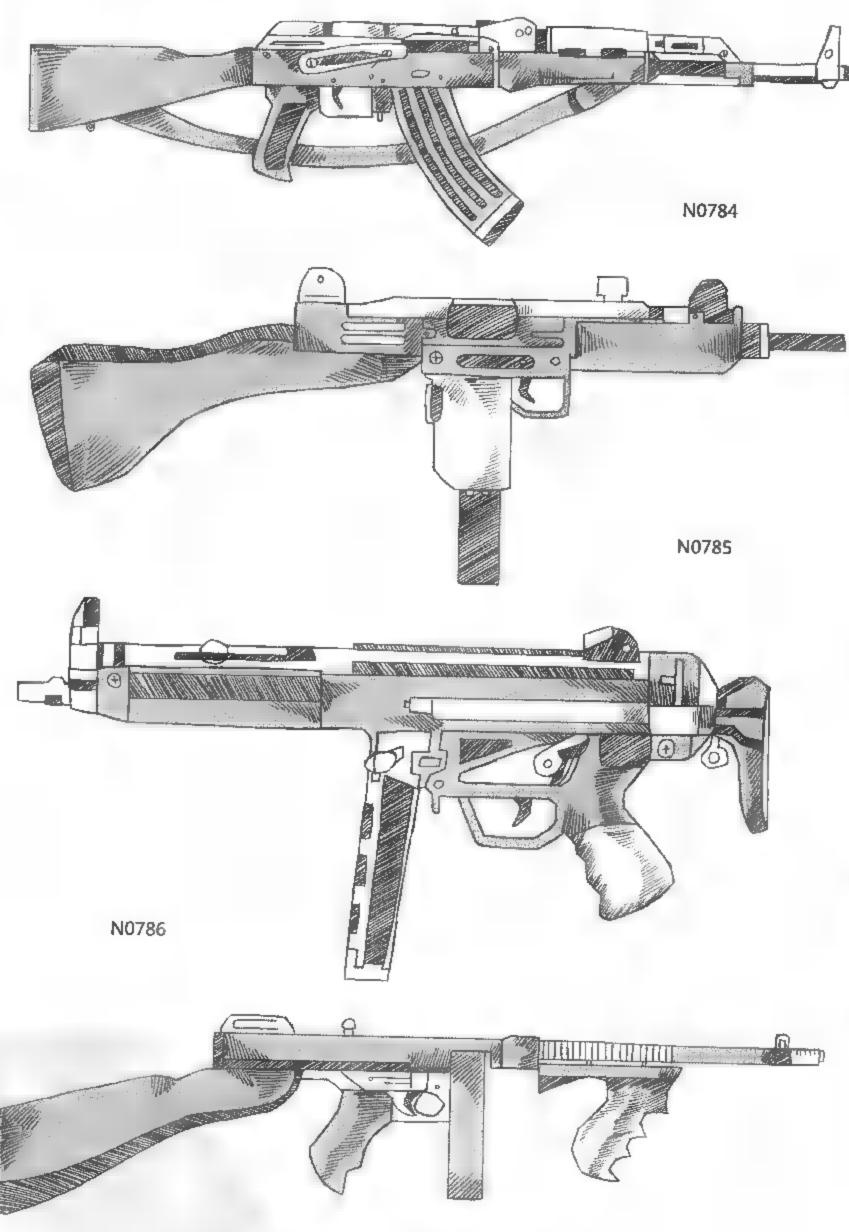




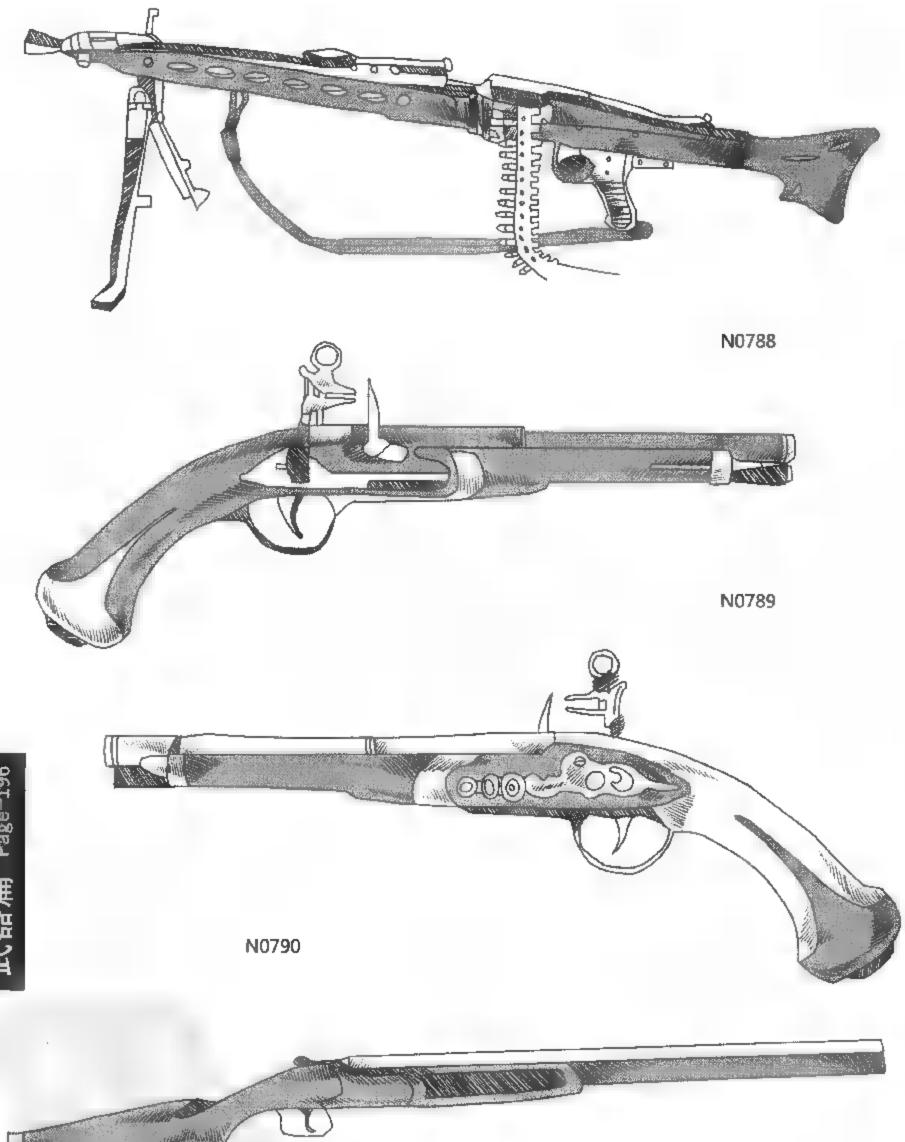




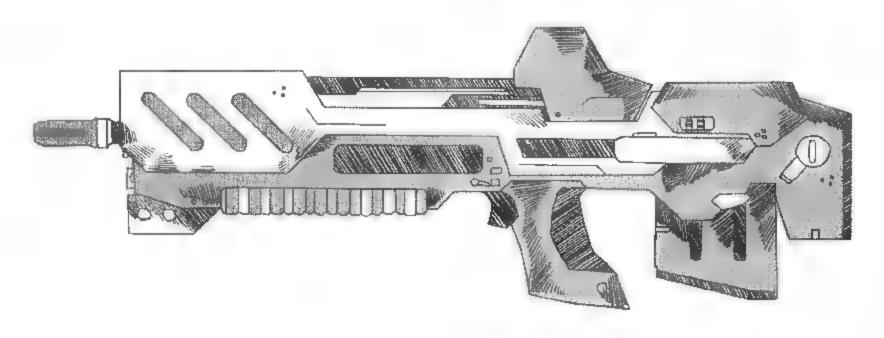




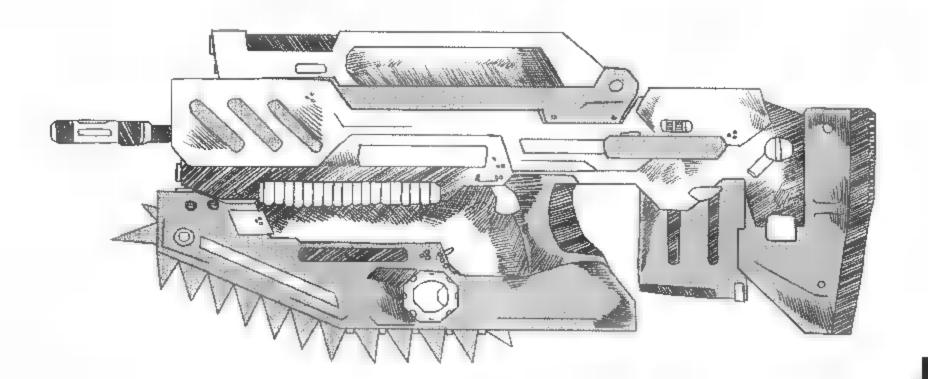
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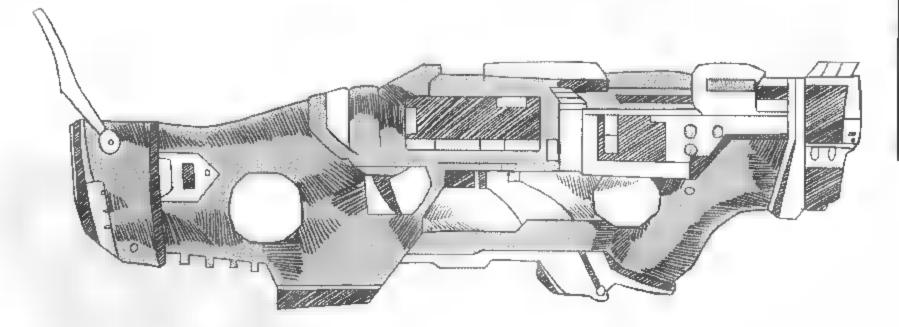
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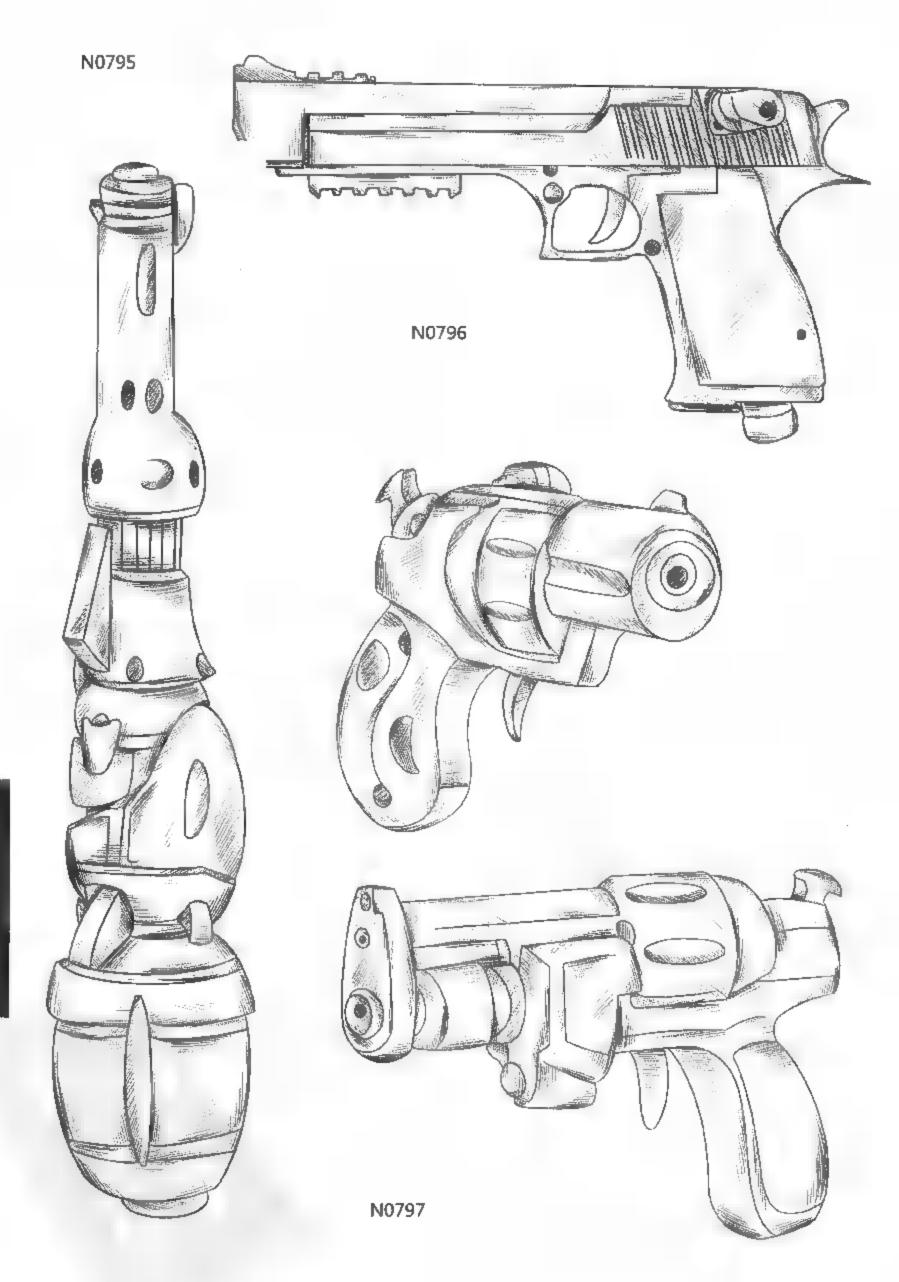


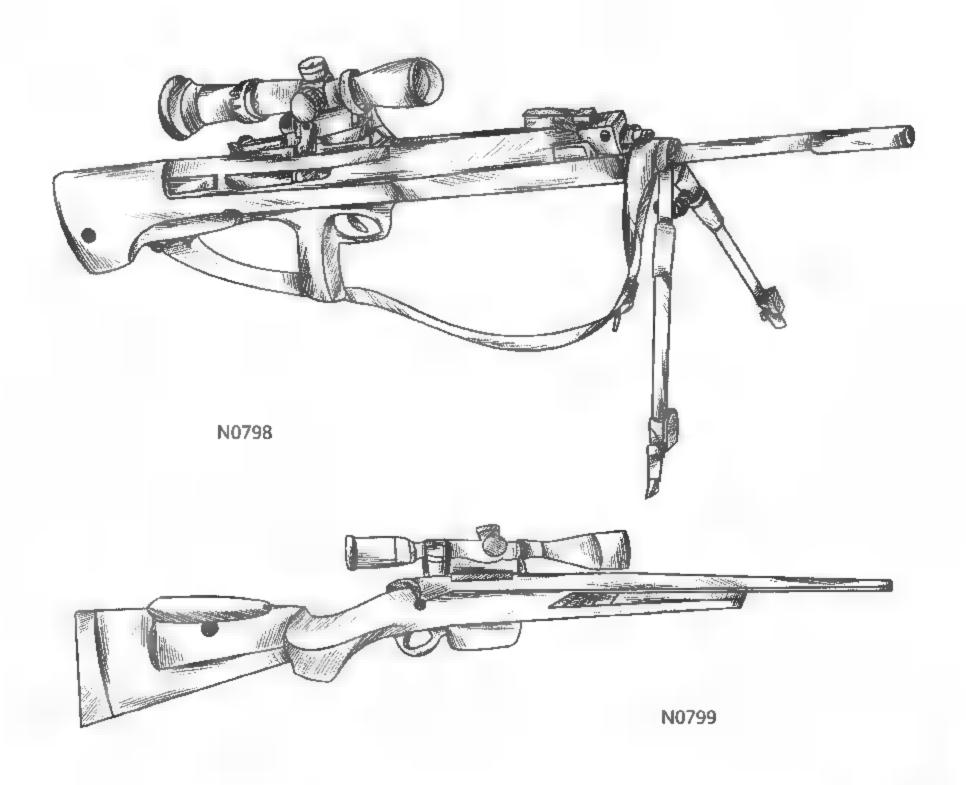
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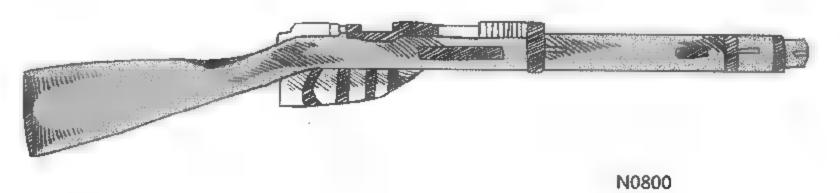


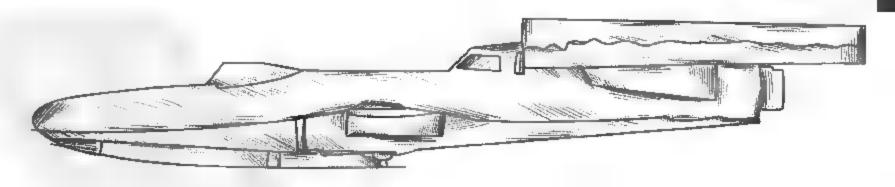
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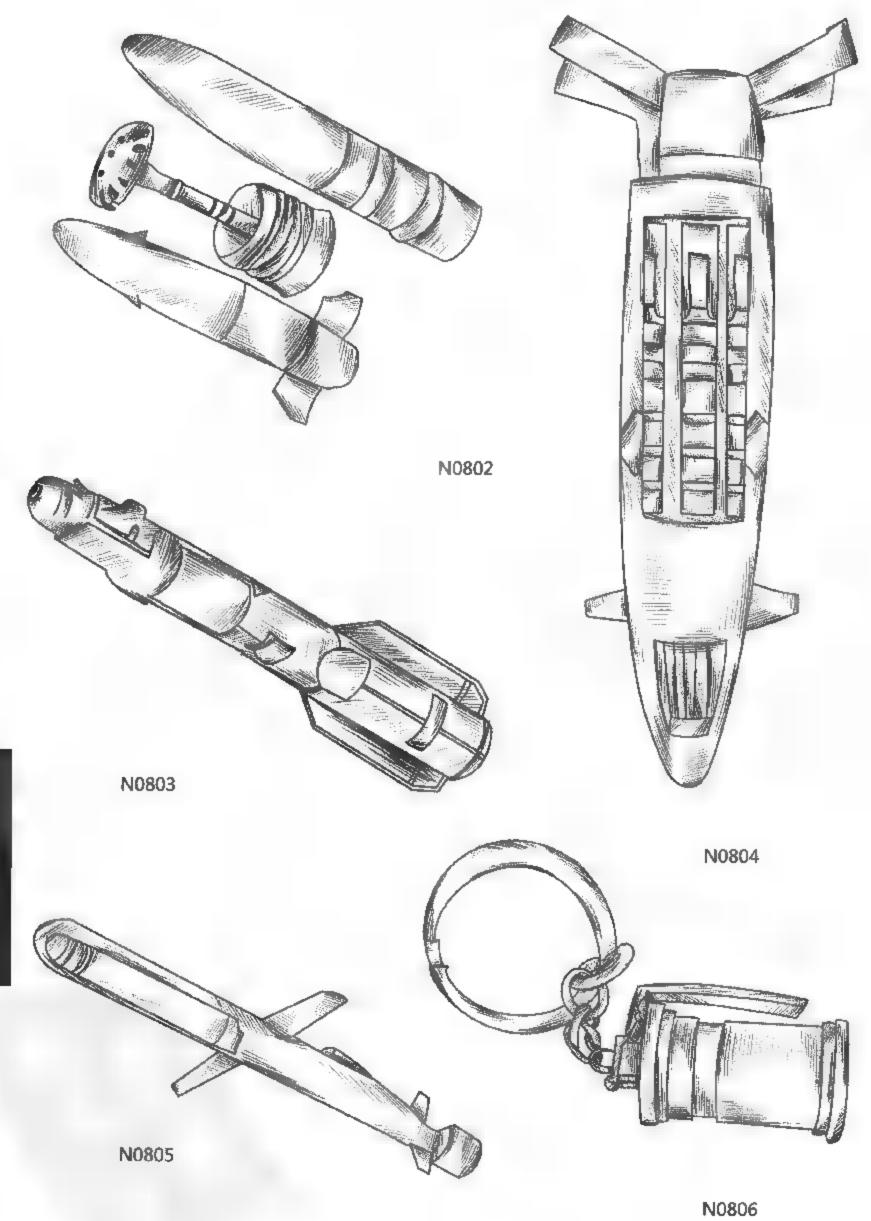


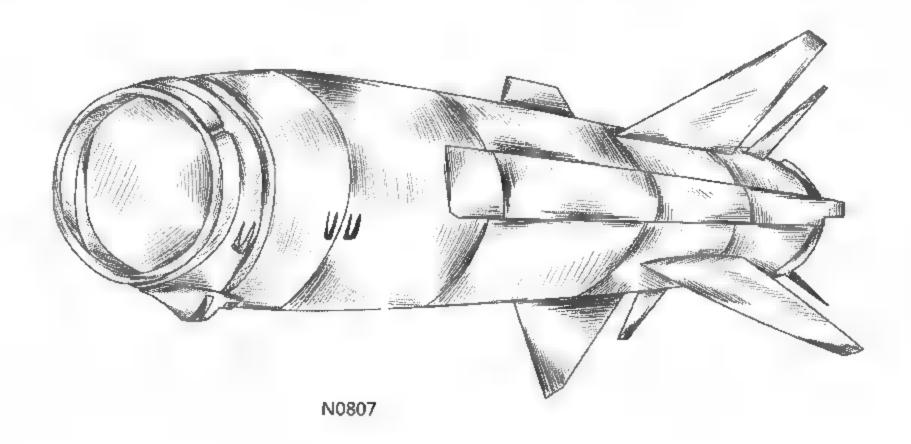


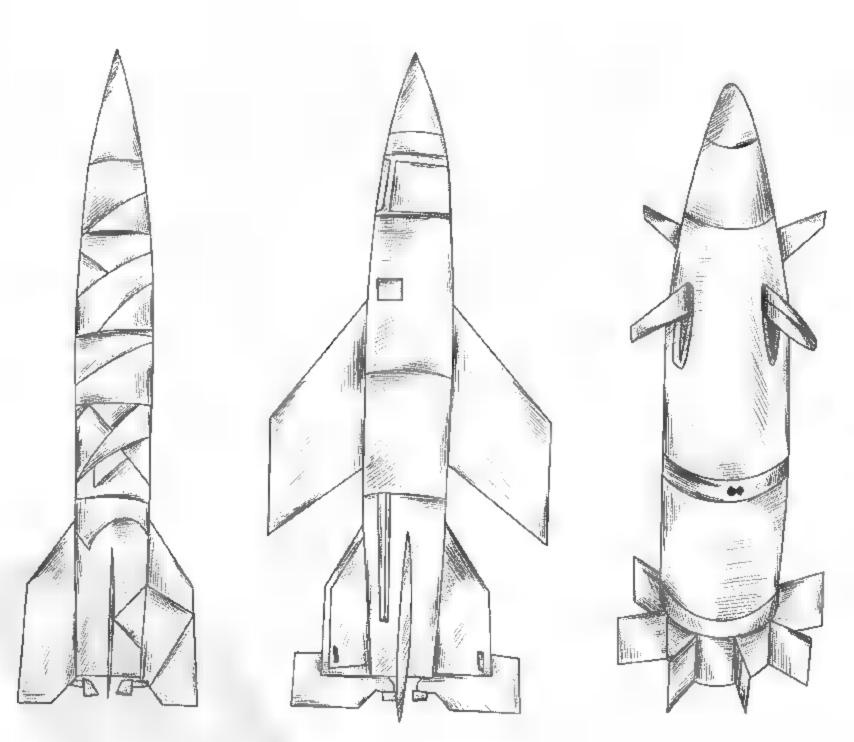


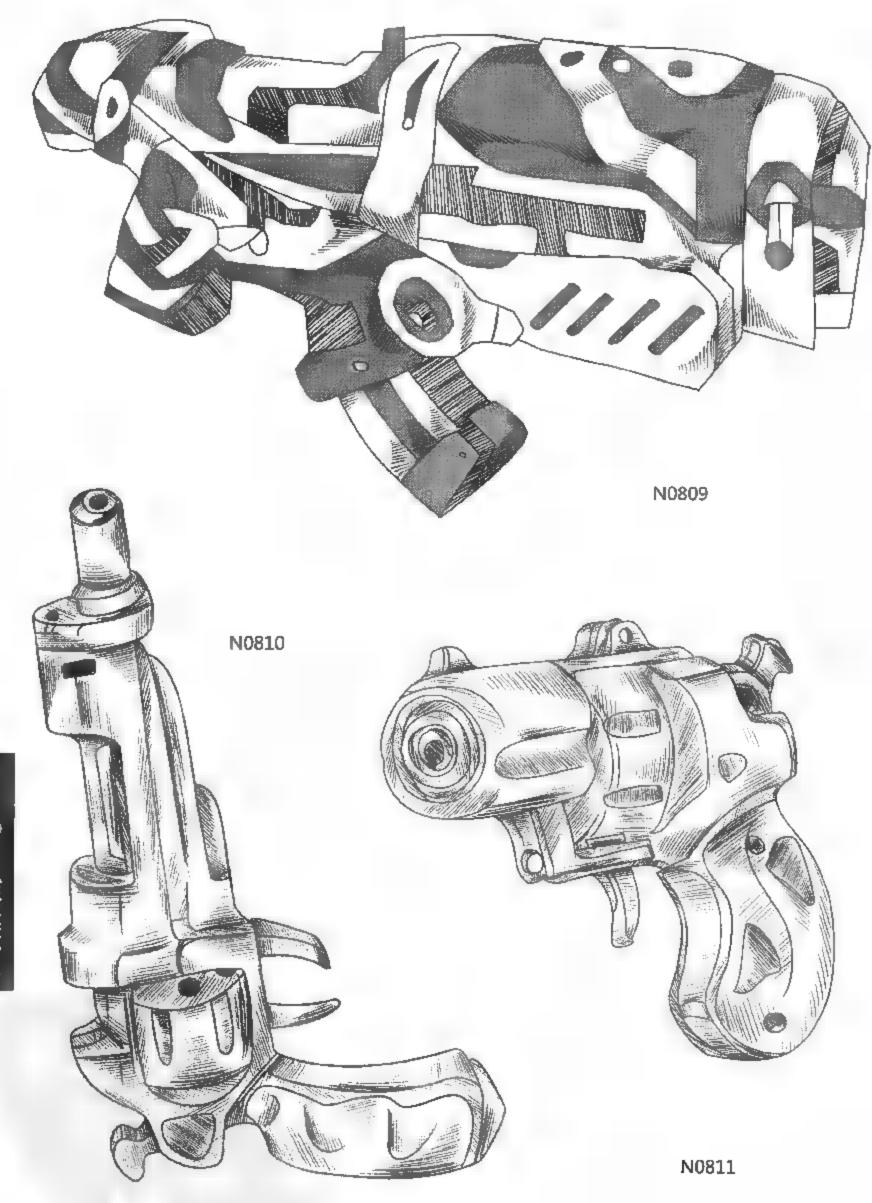


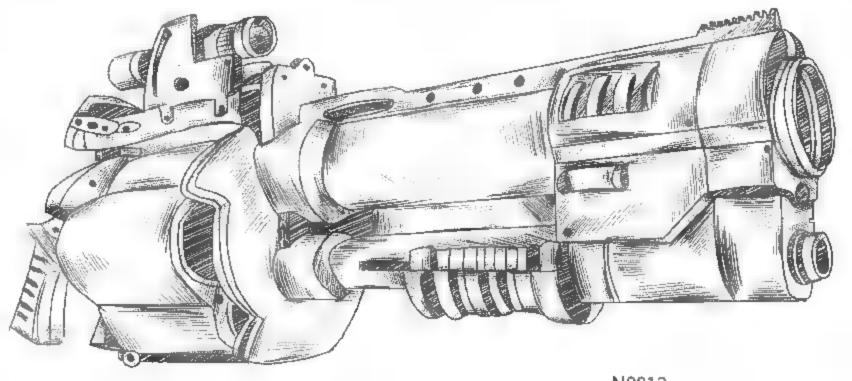




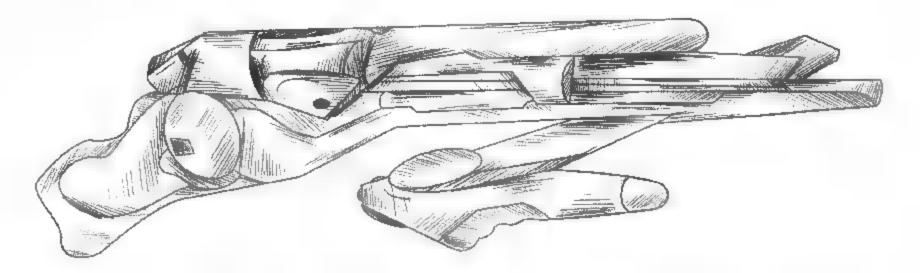




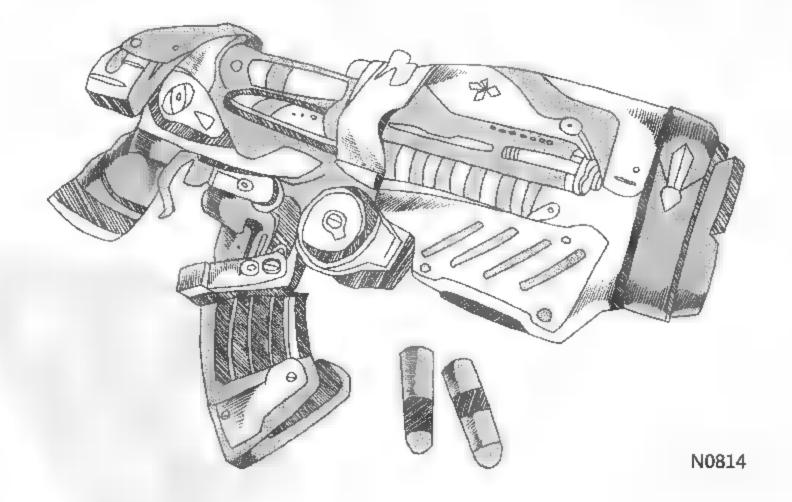


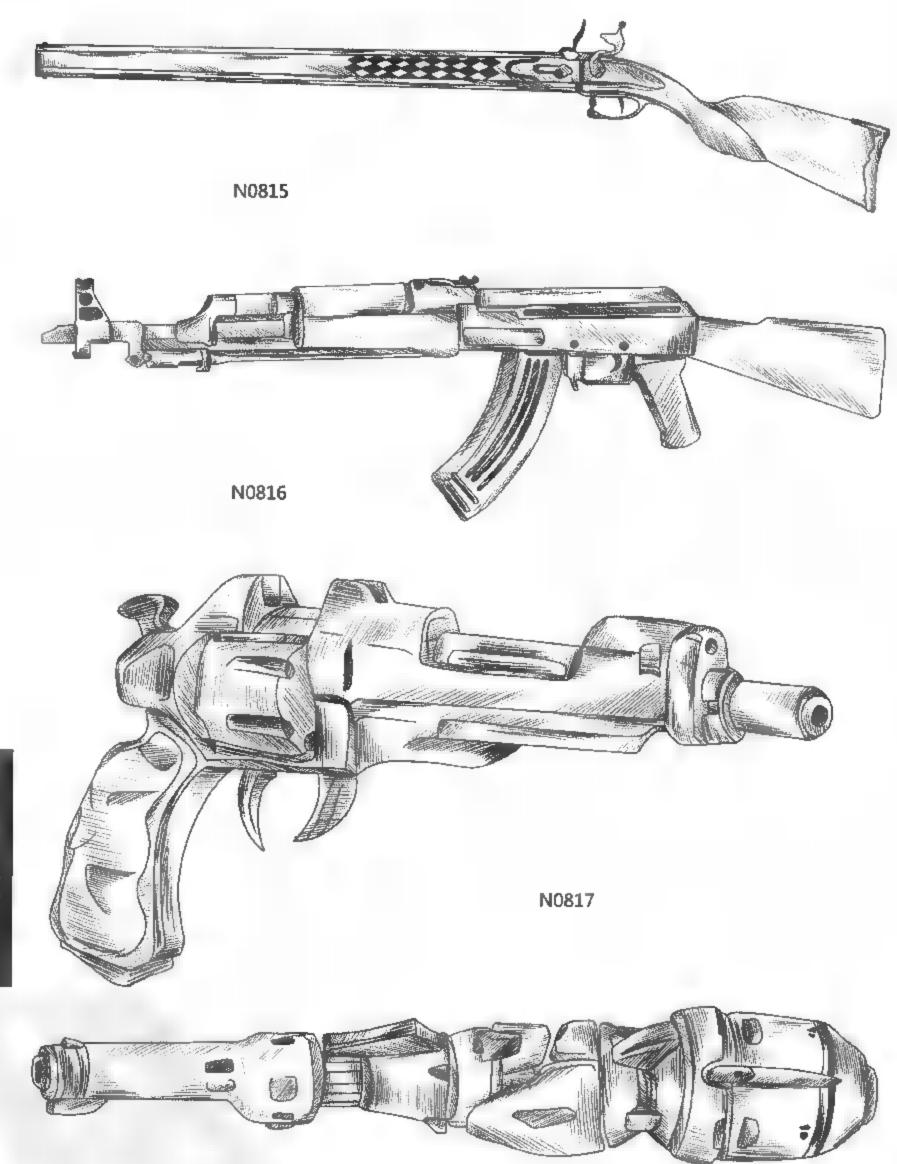




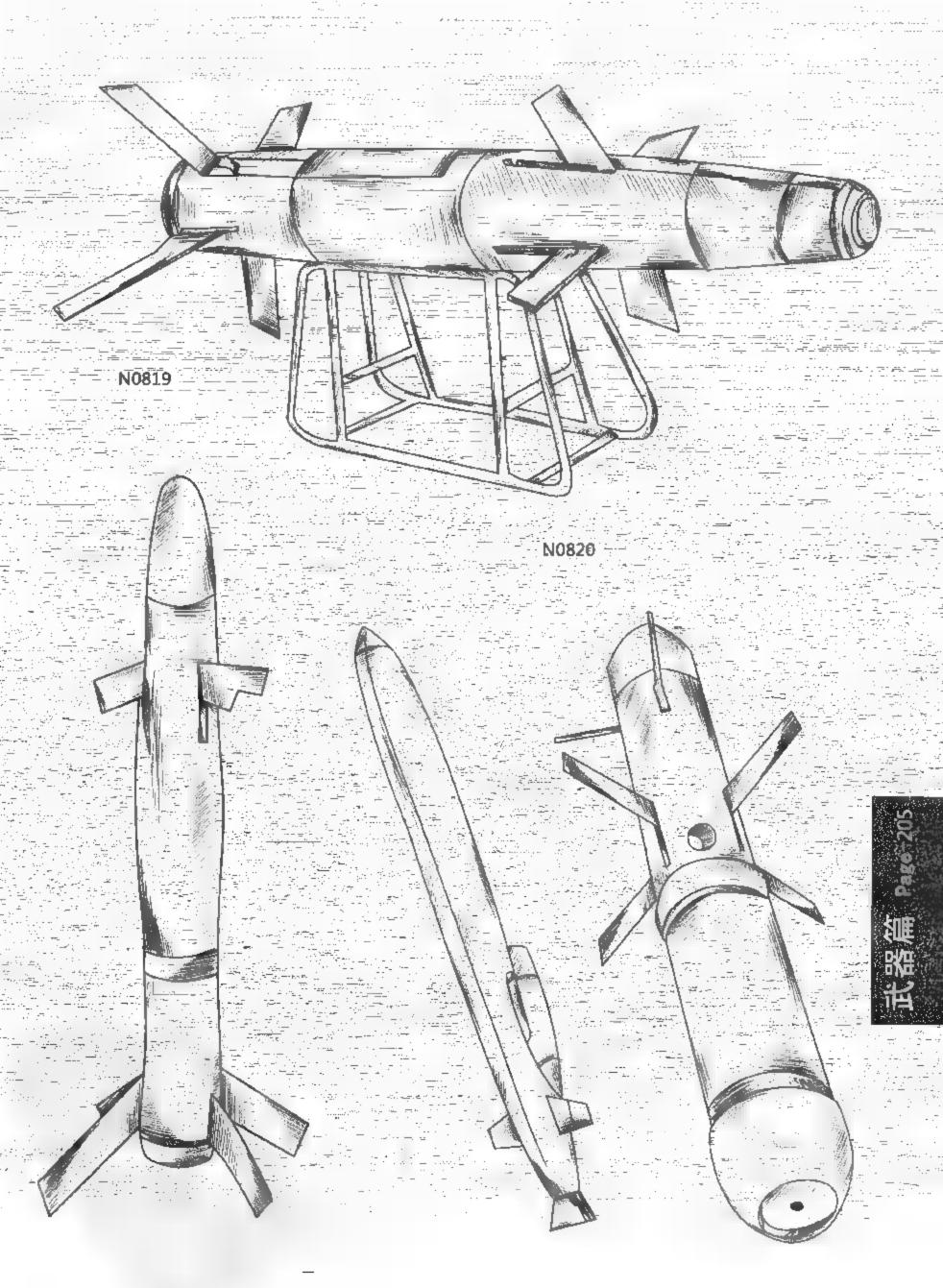


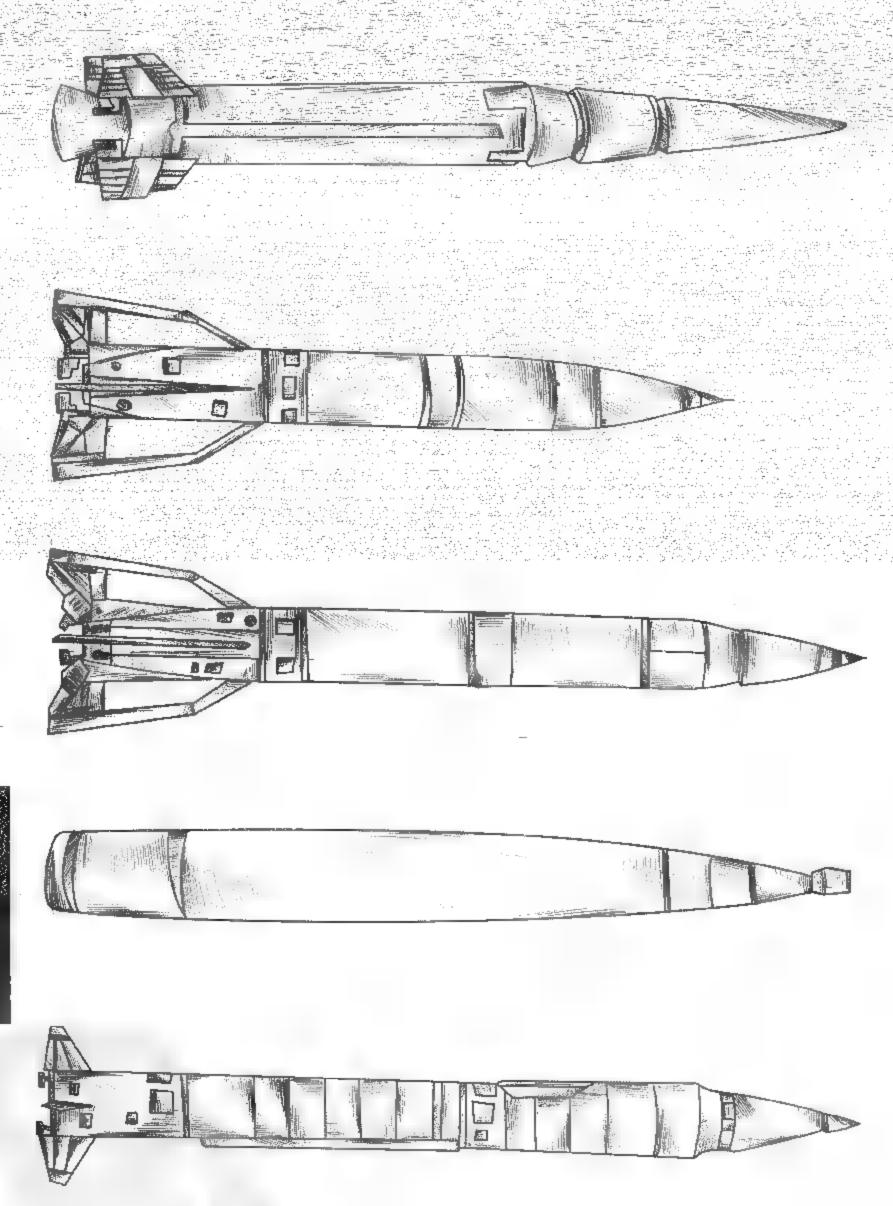
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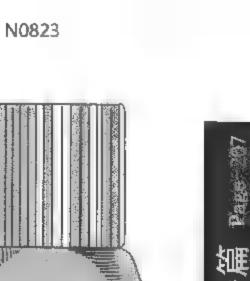


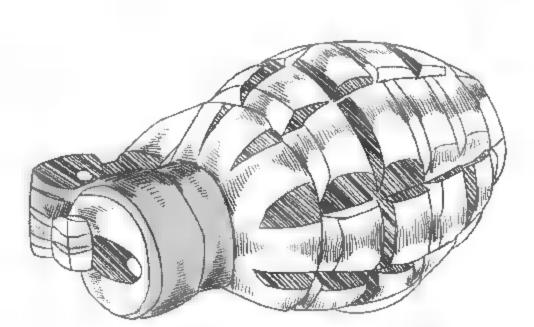


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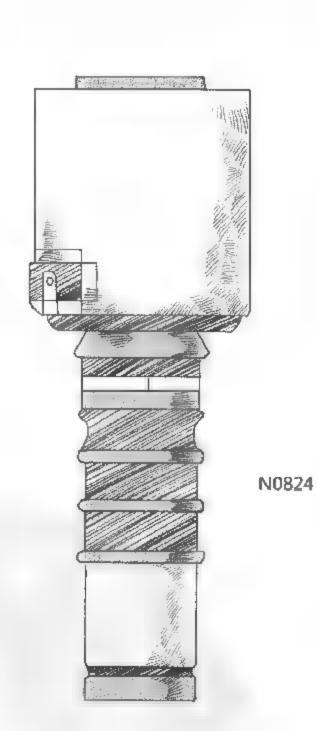




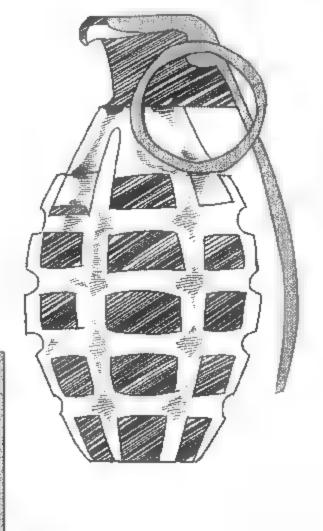




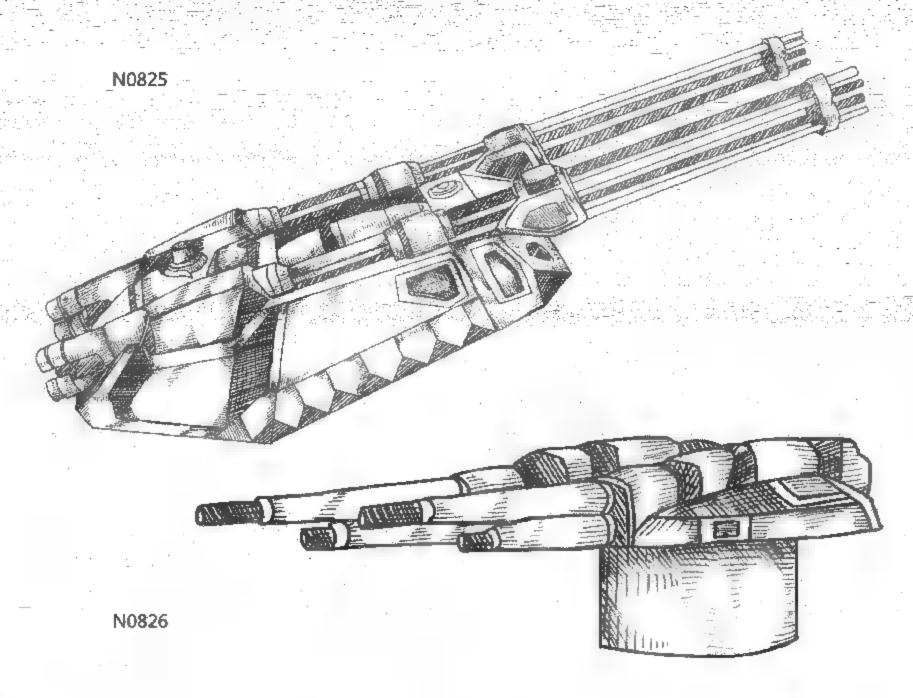
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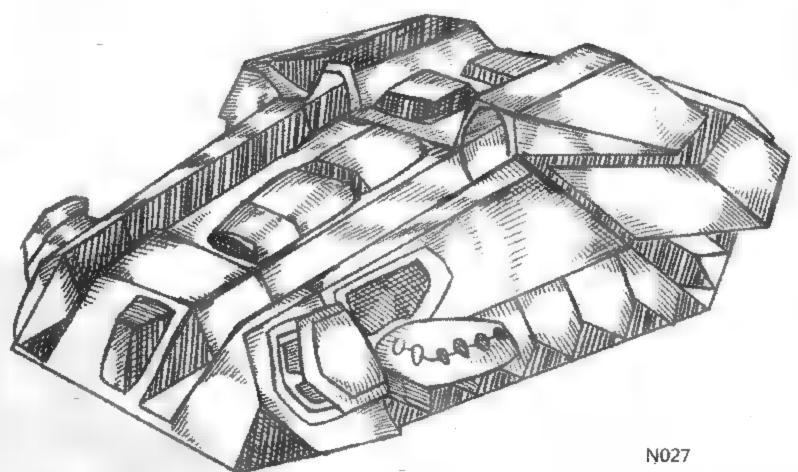


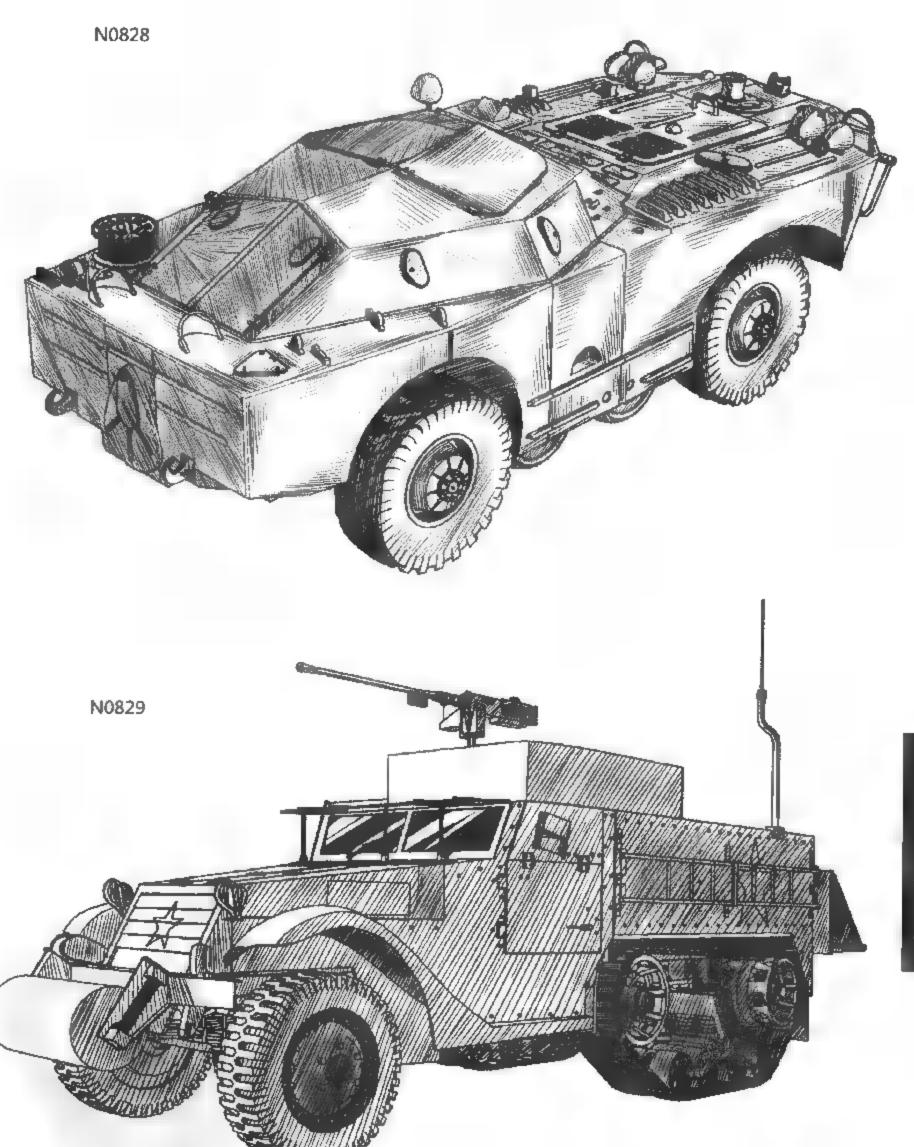


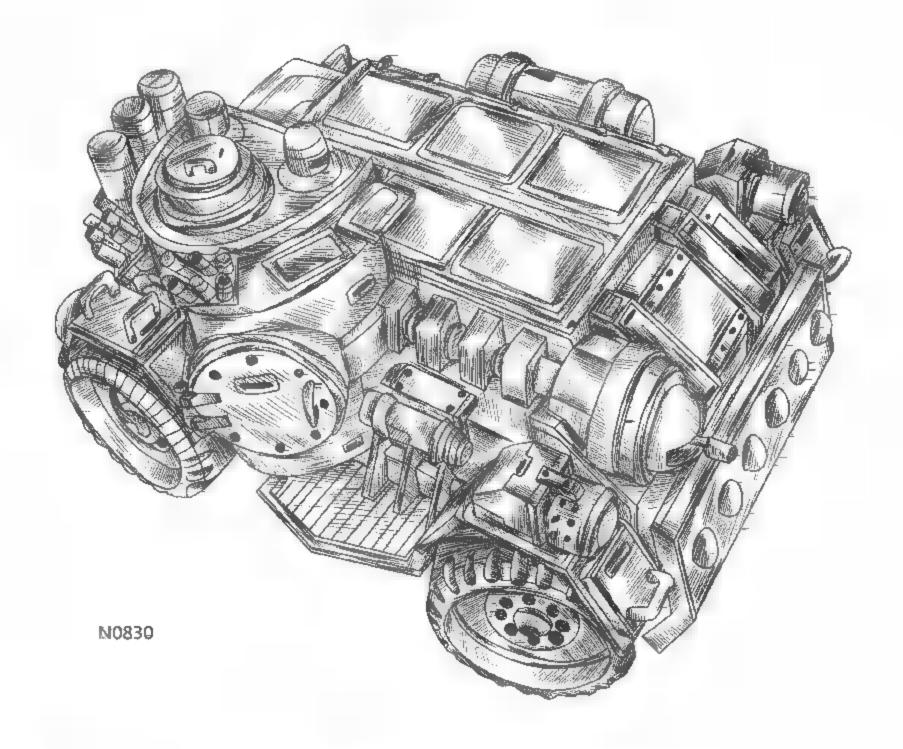


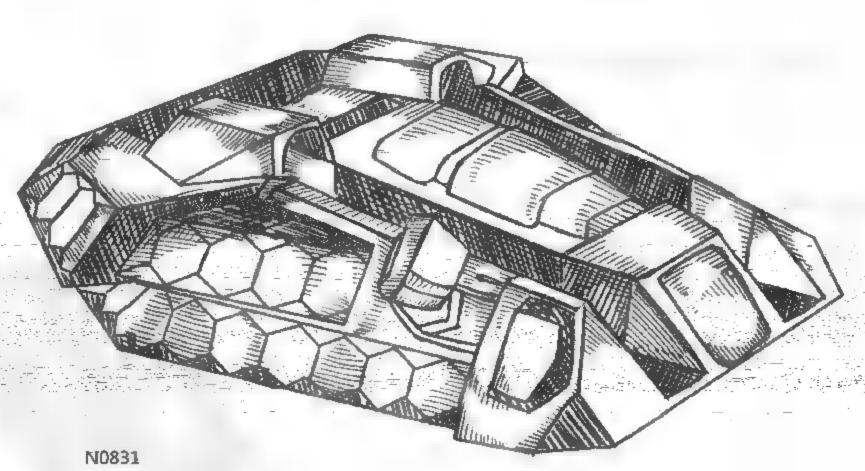




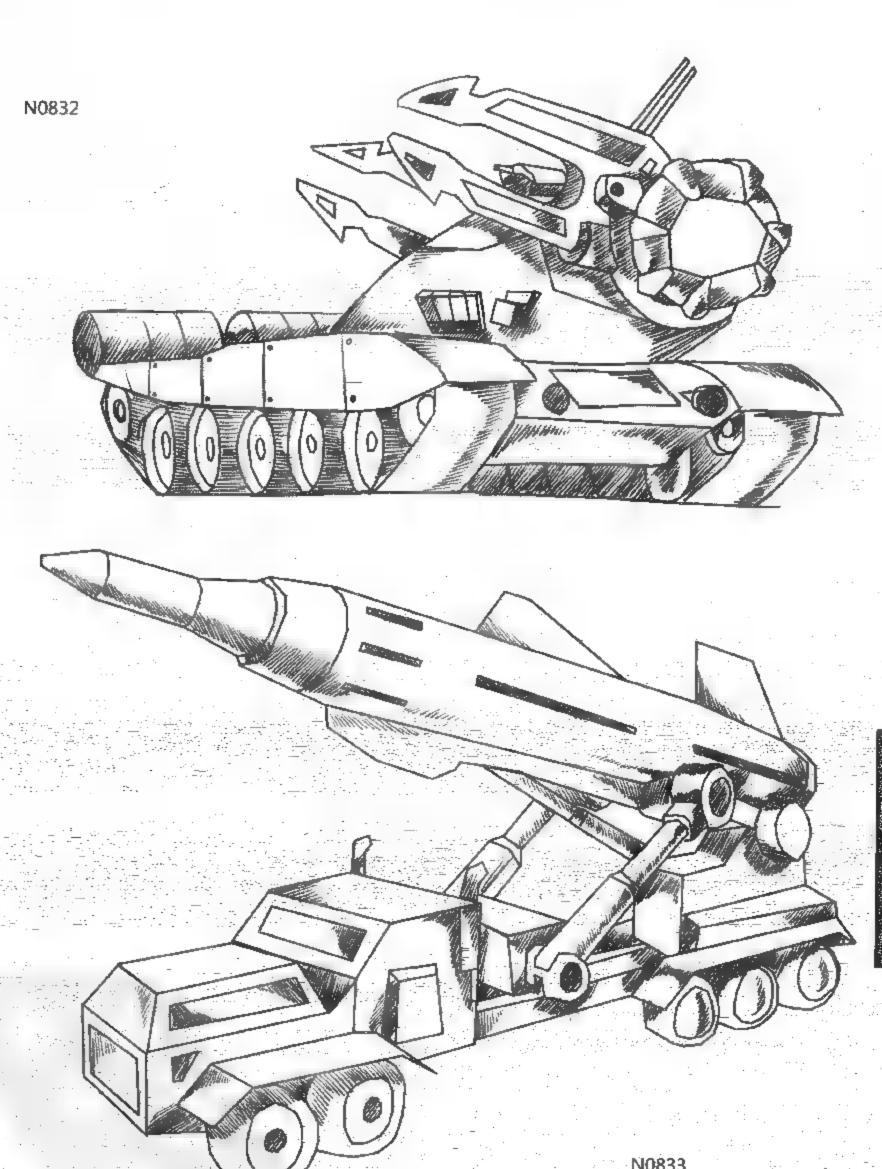




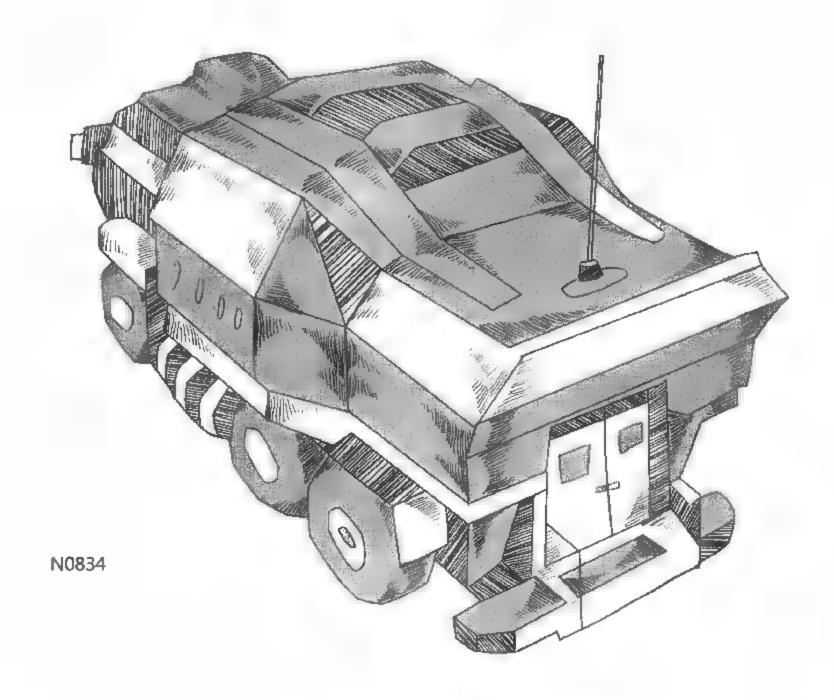


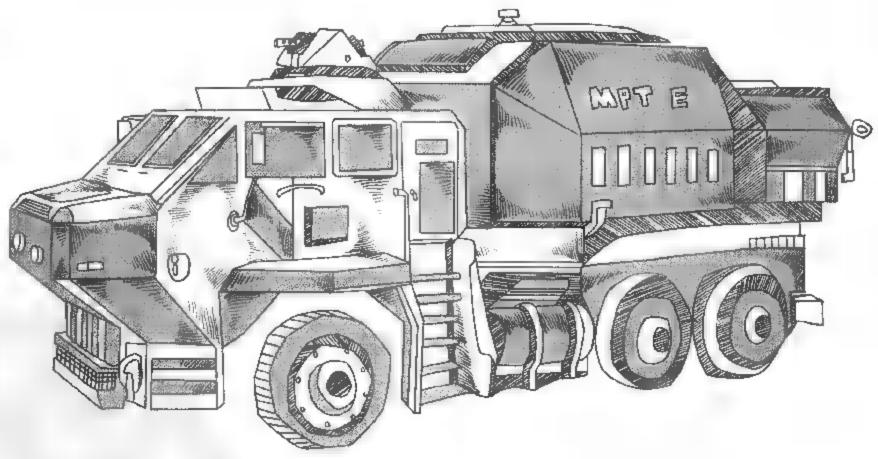


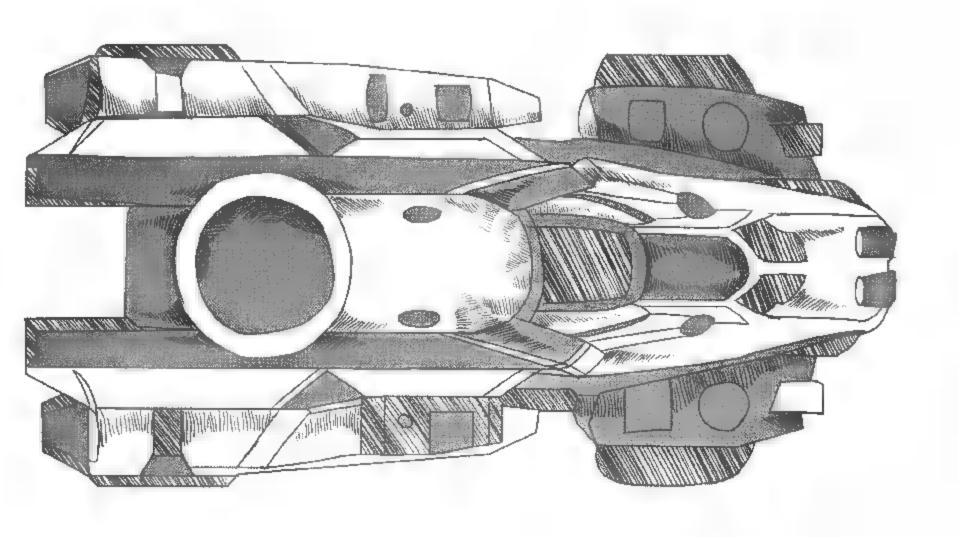


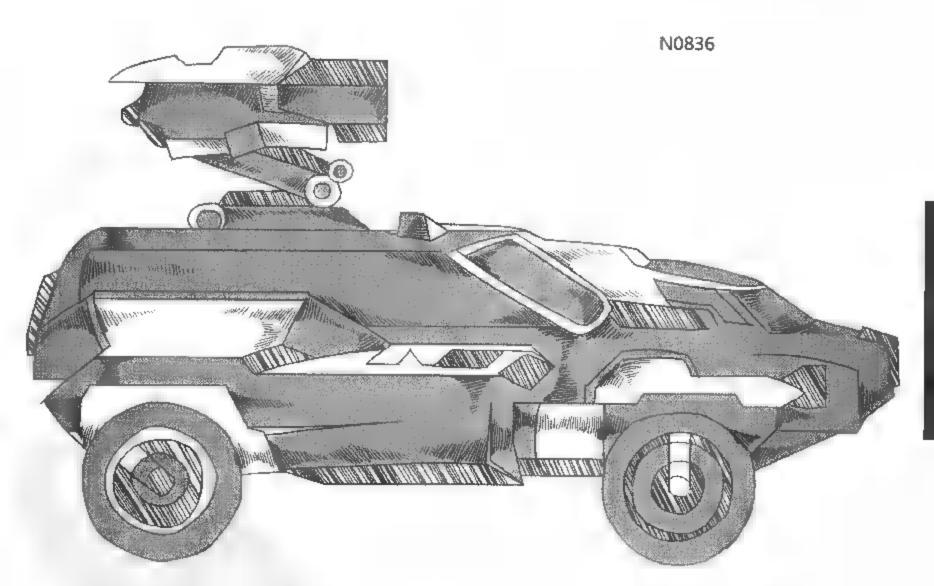


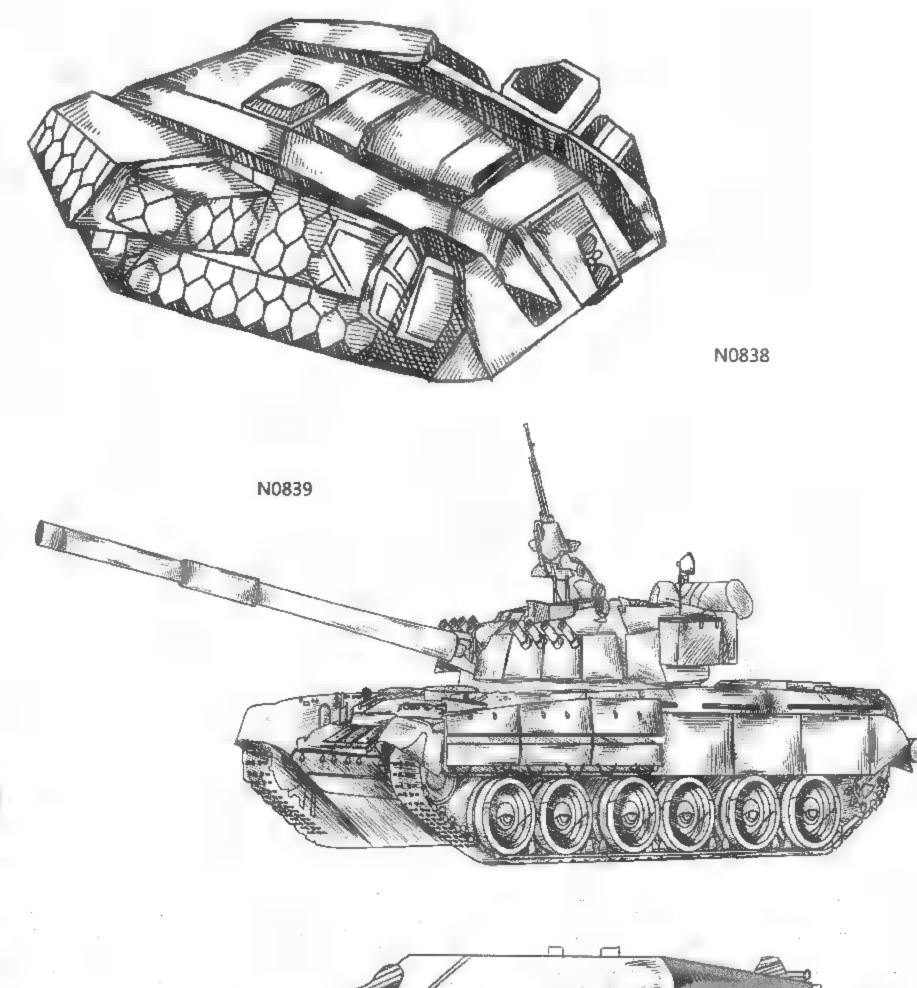
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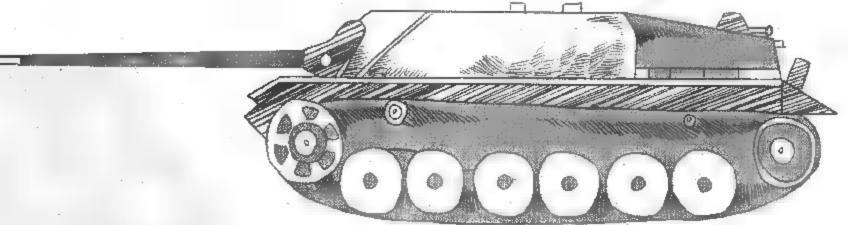


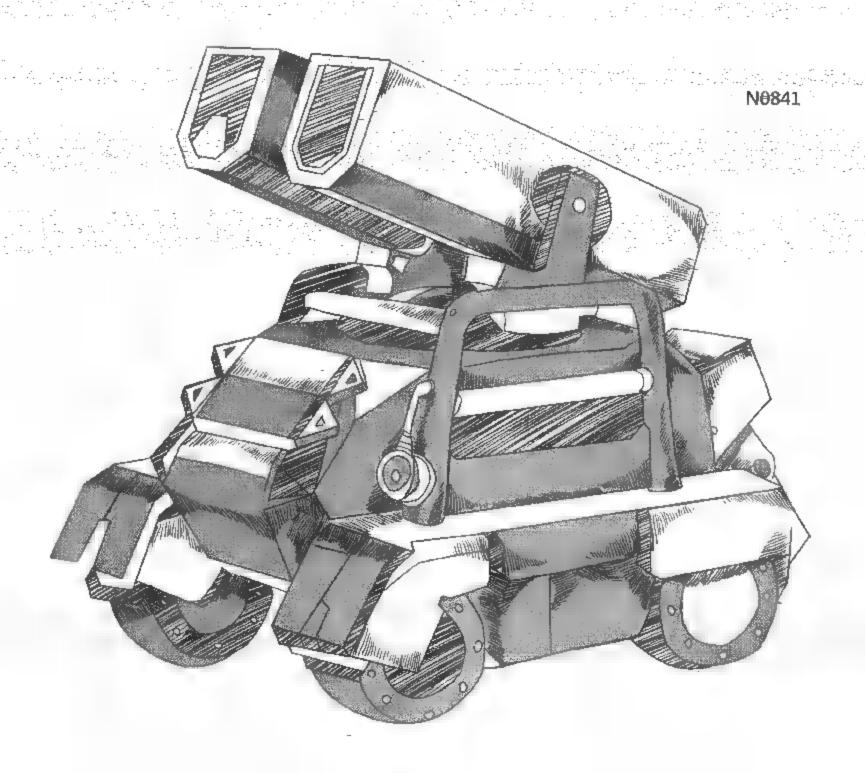


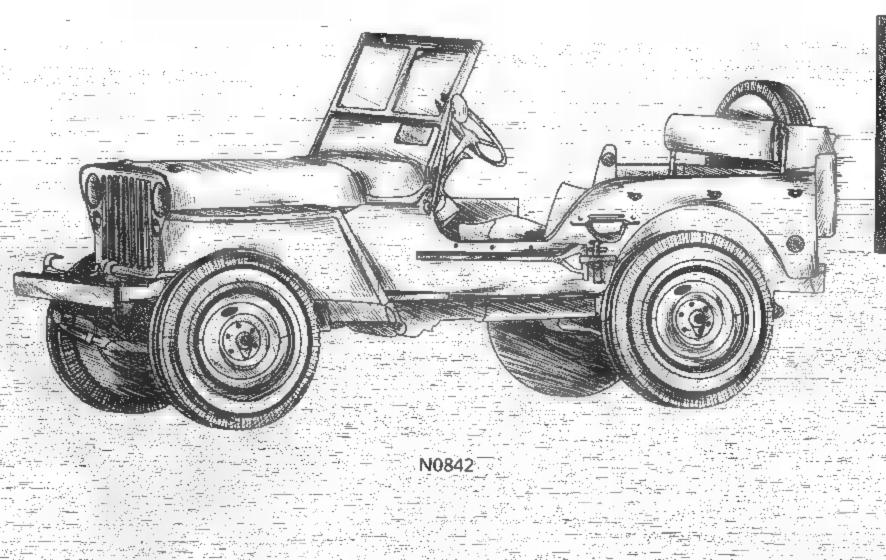




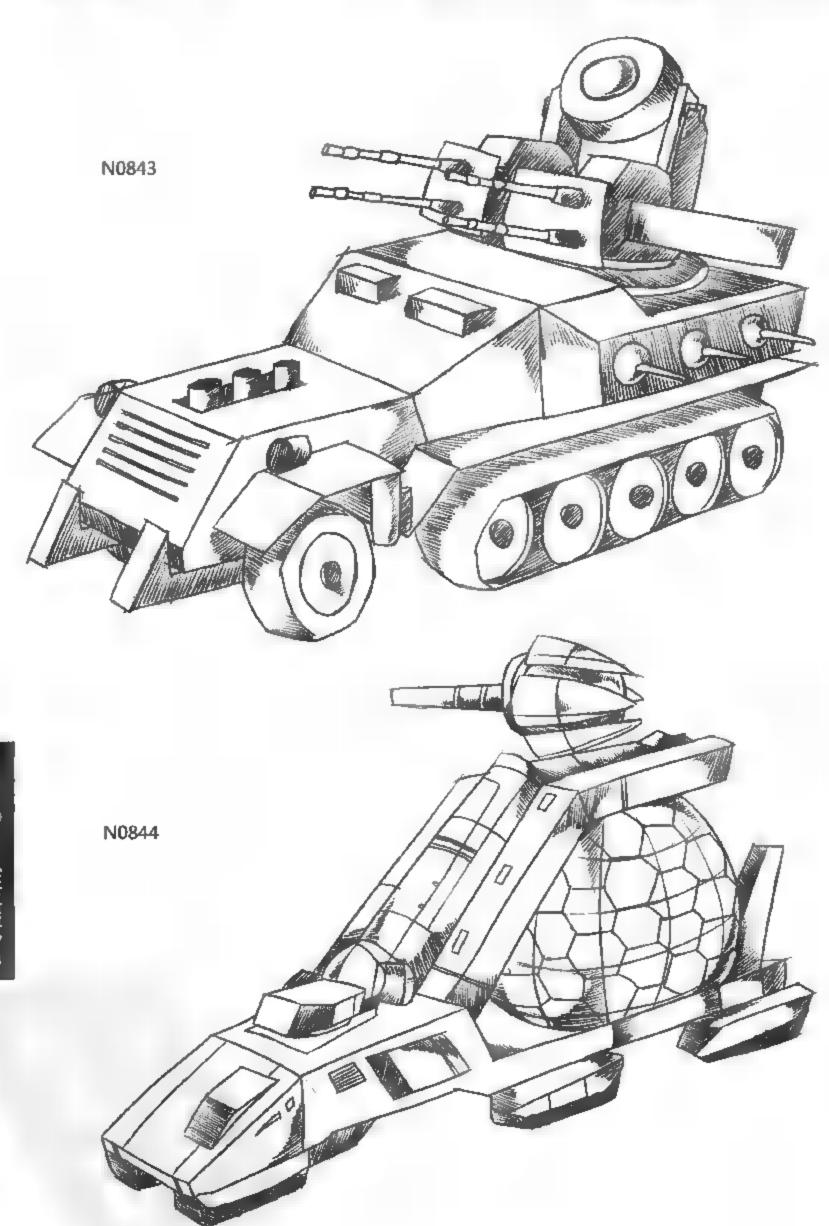




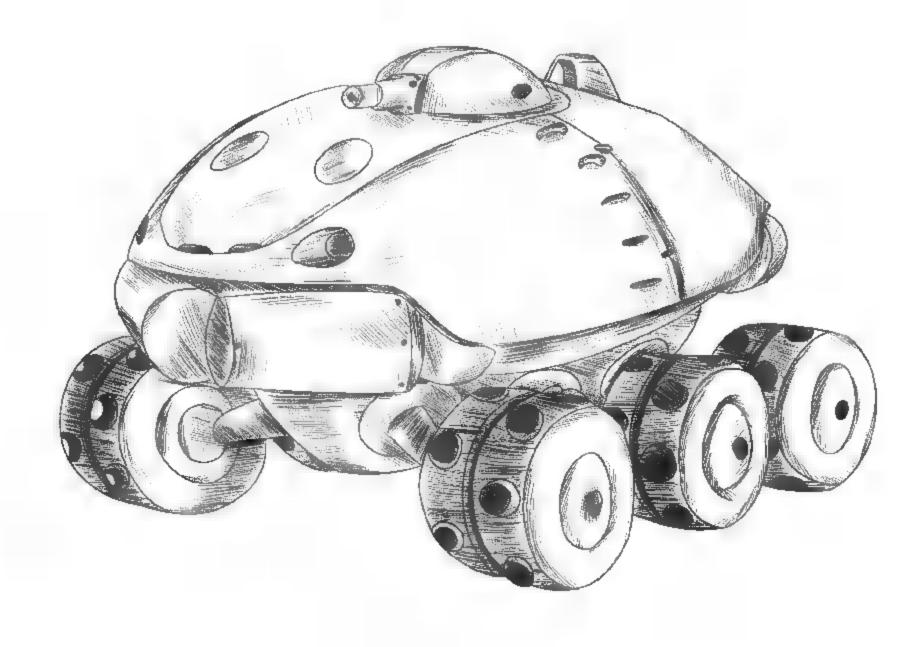




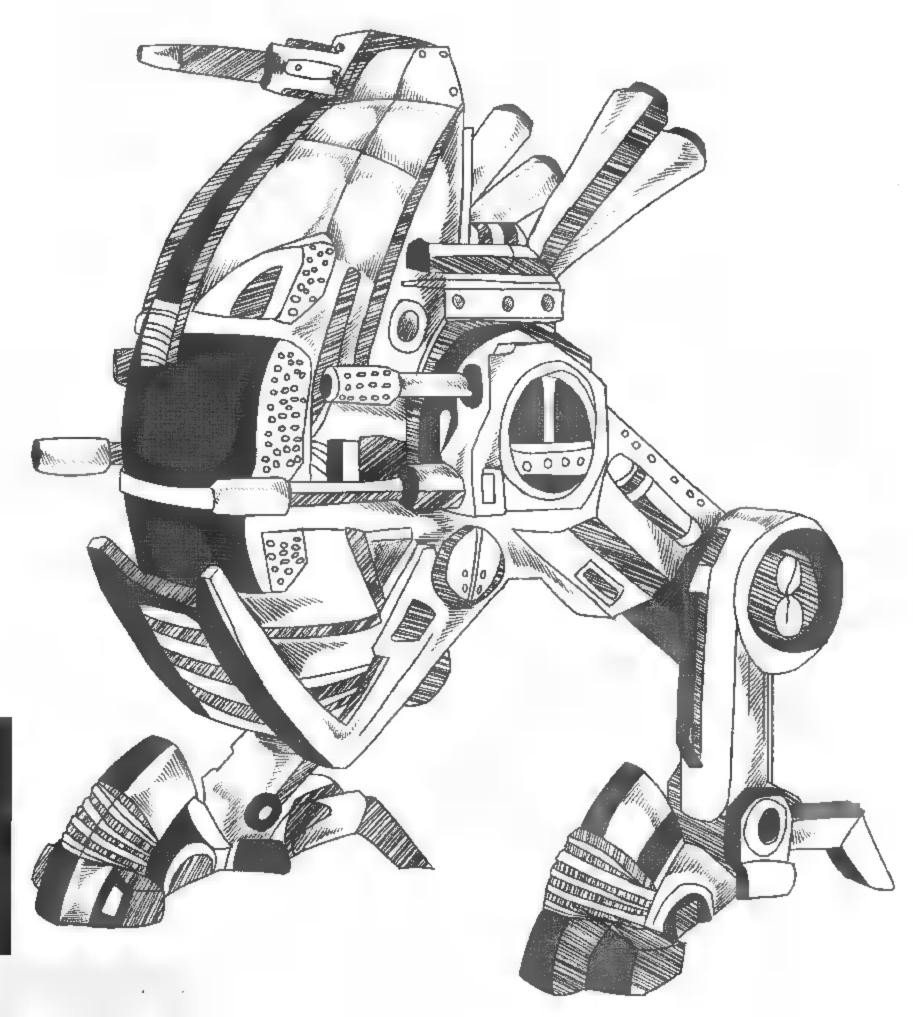


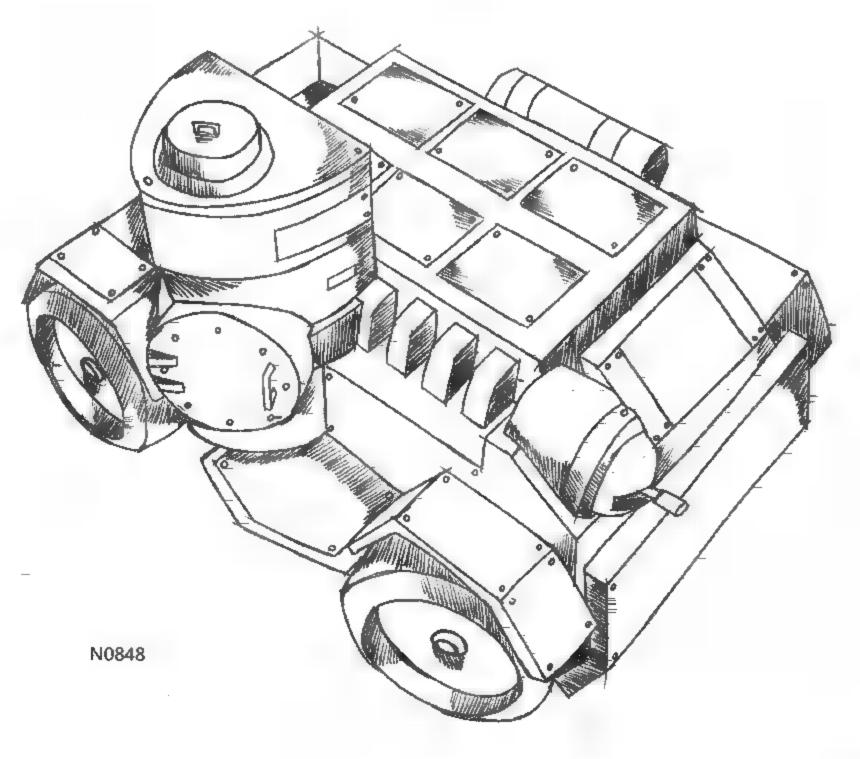


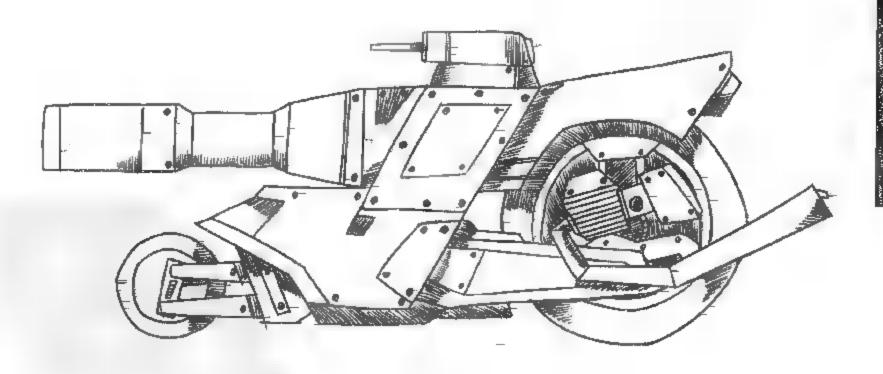
武器篇

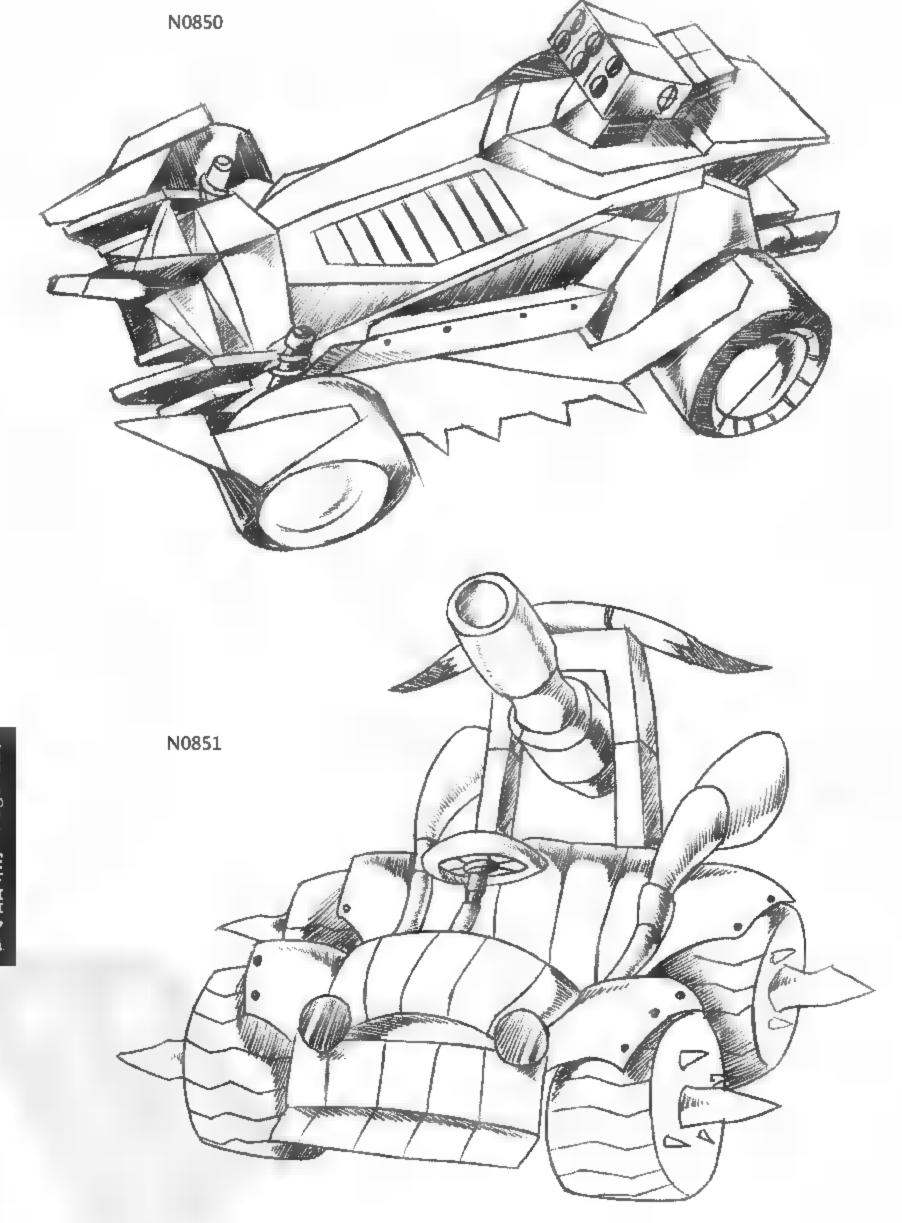


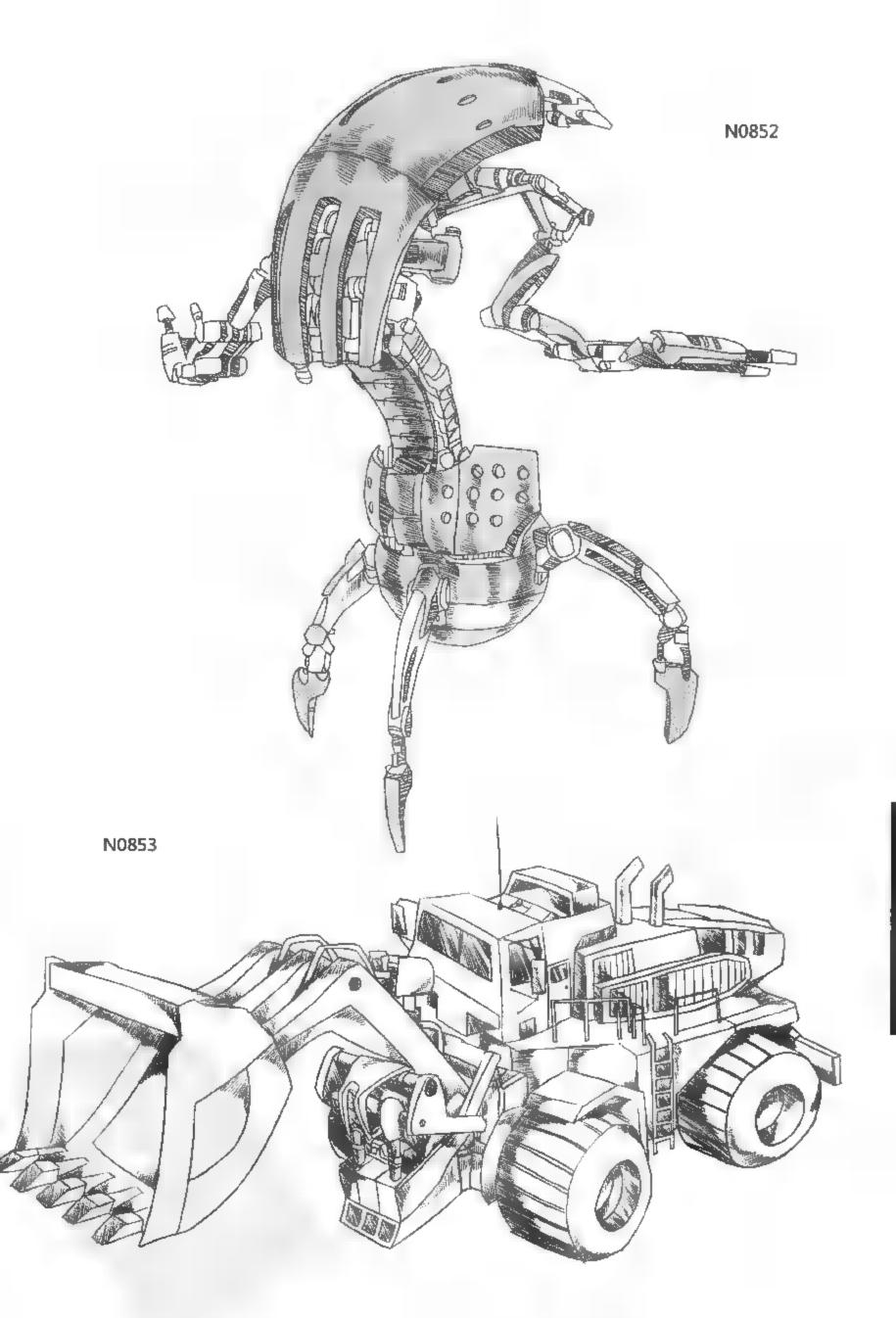


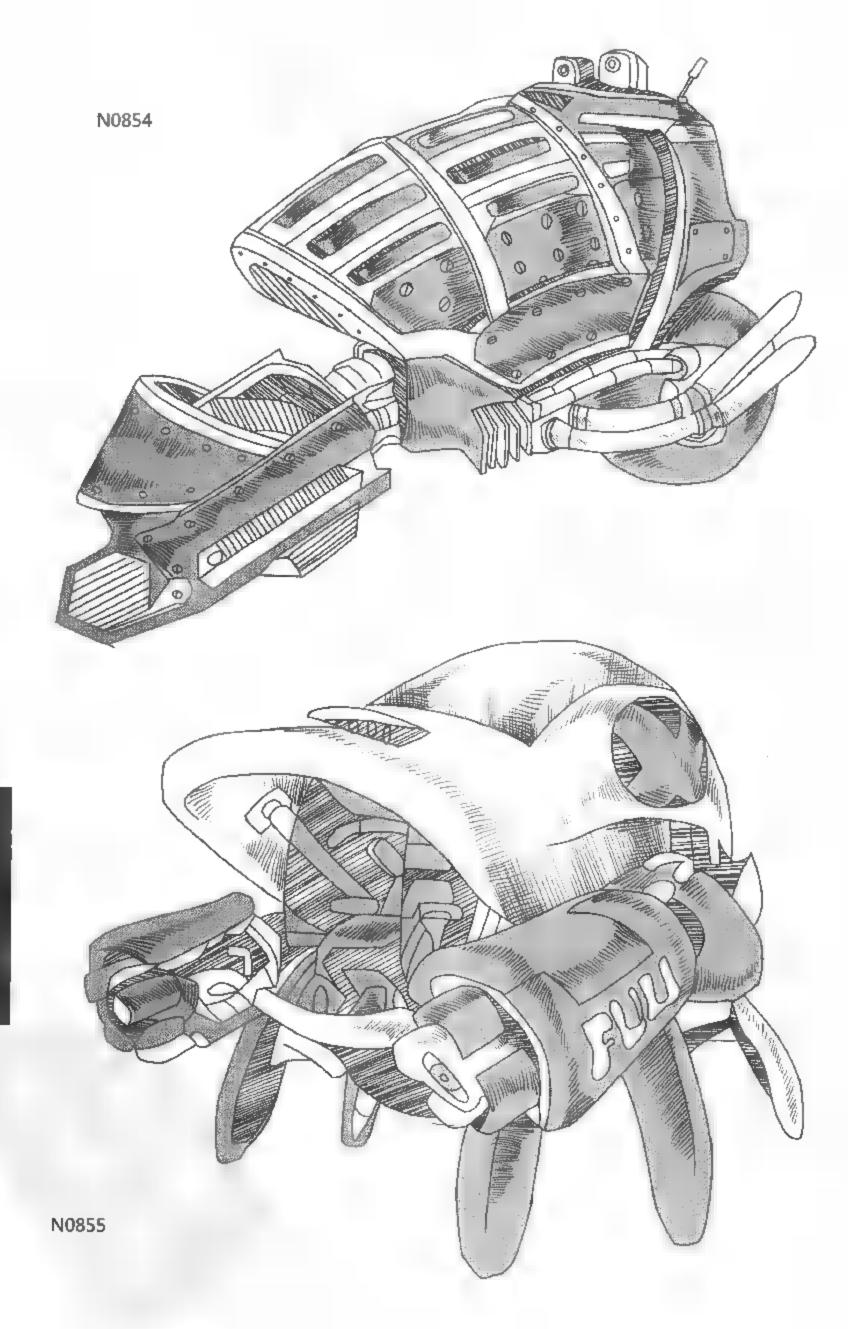






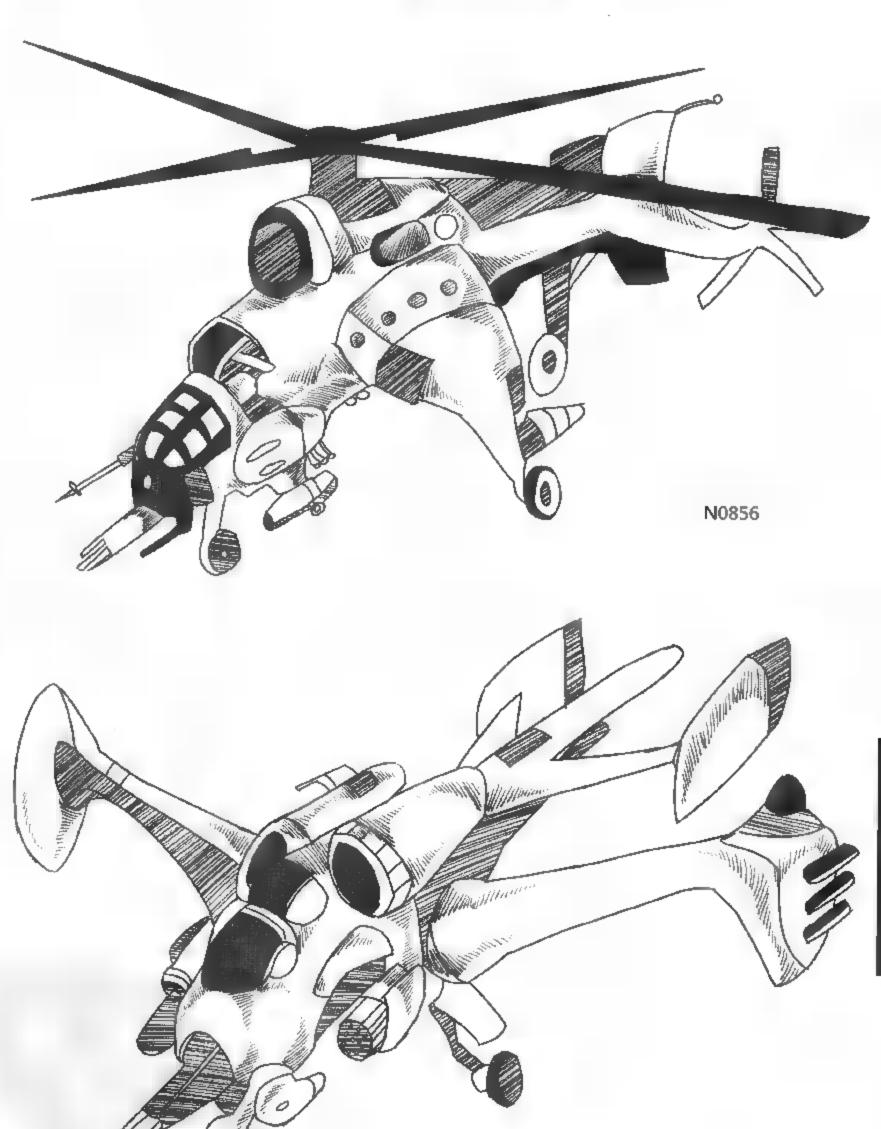






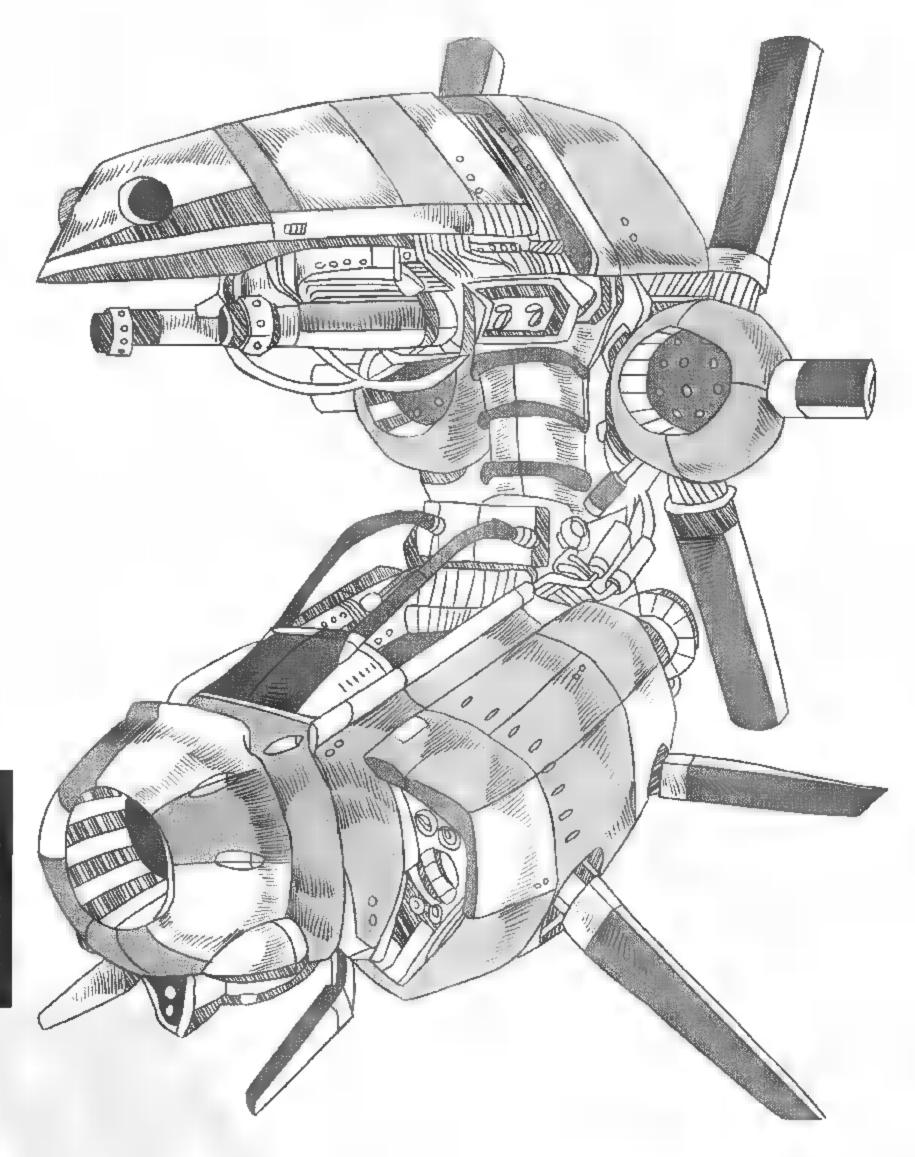


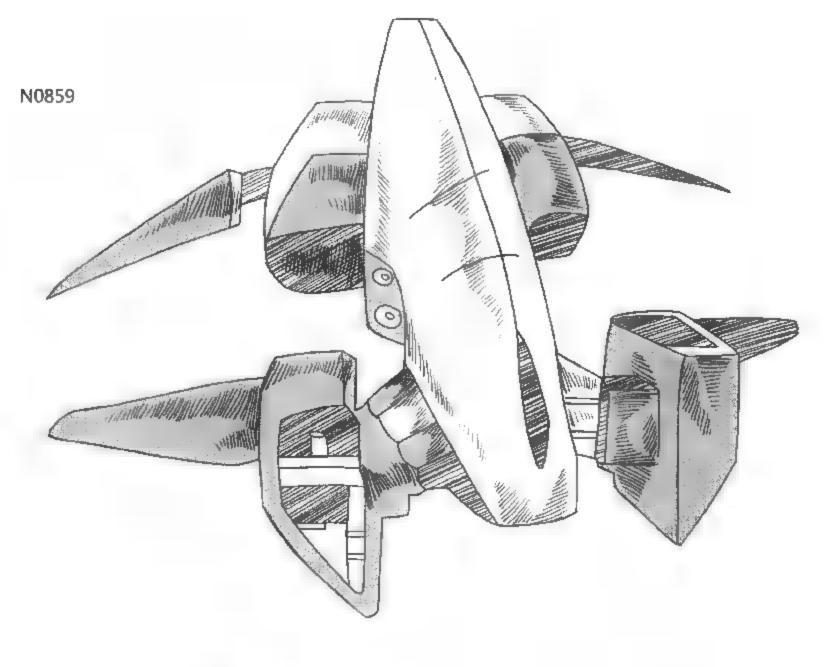


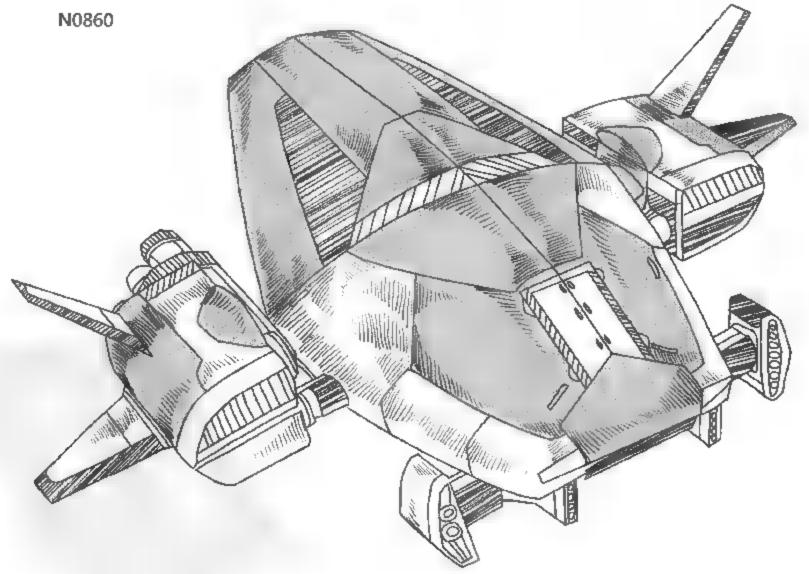


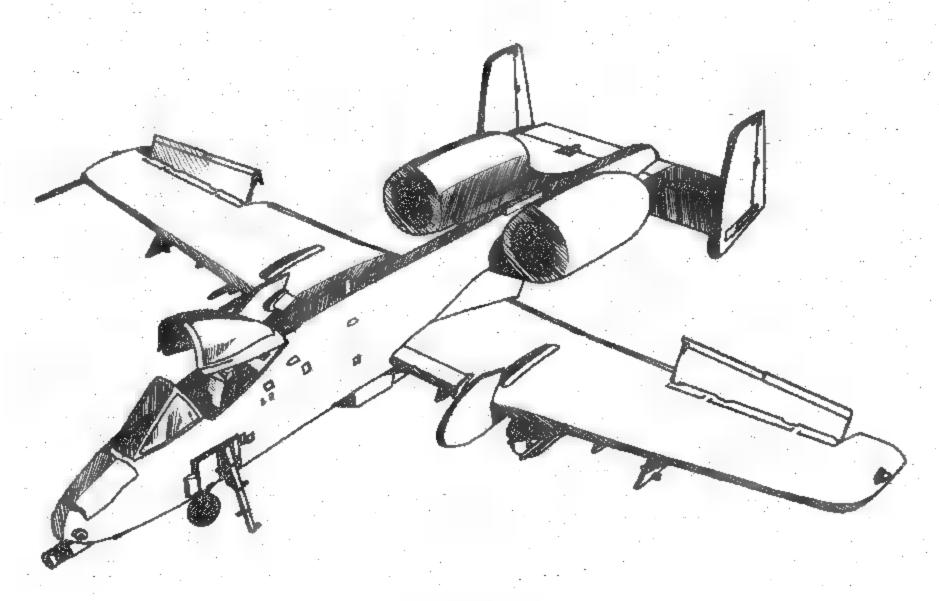
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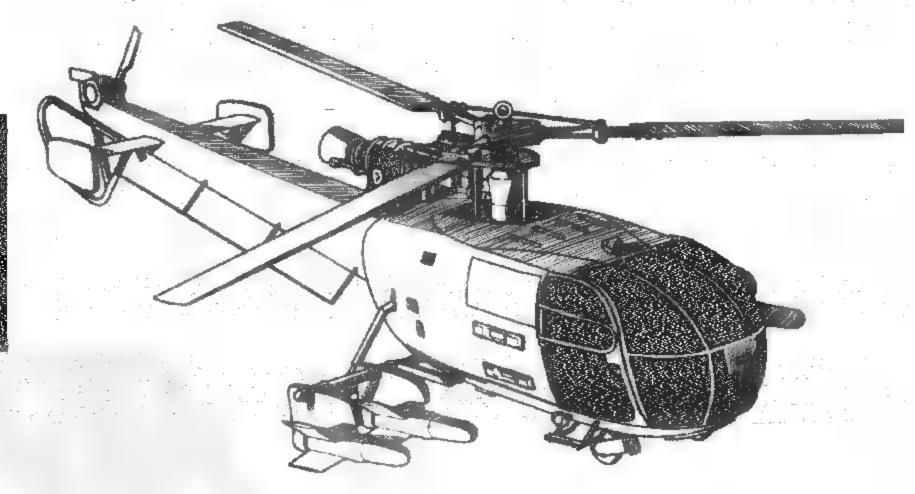


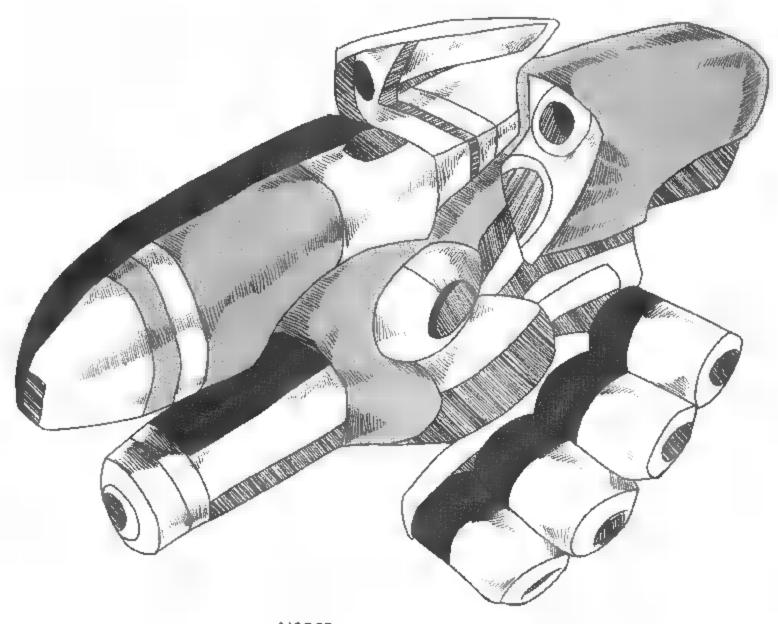




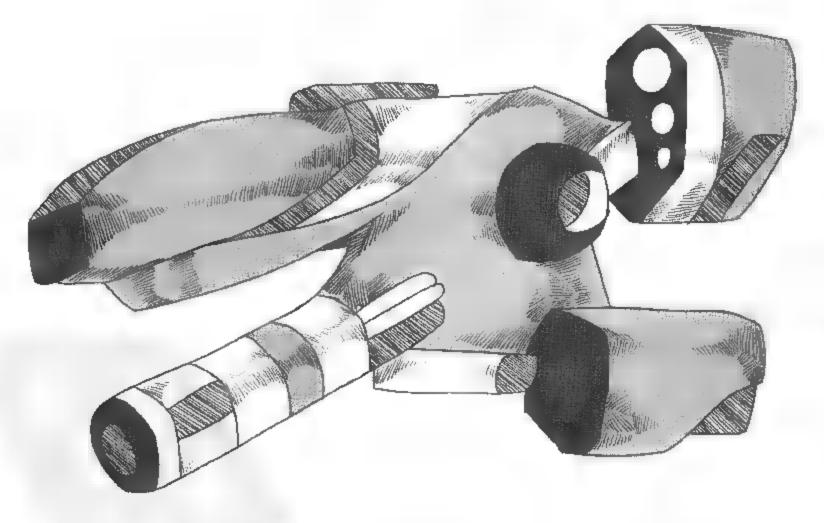


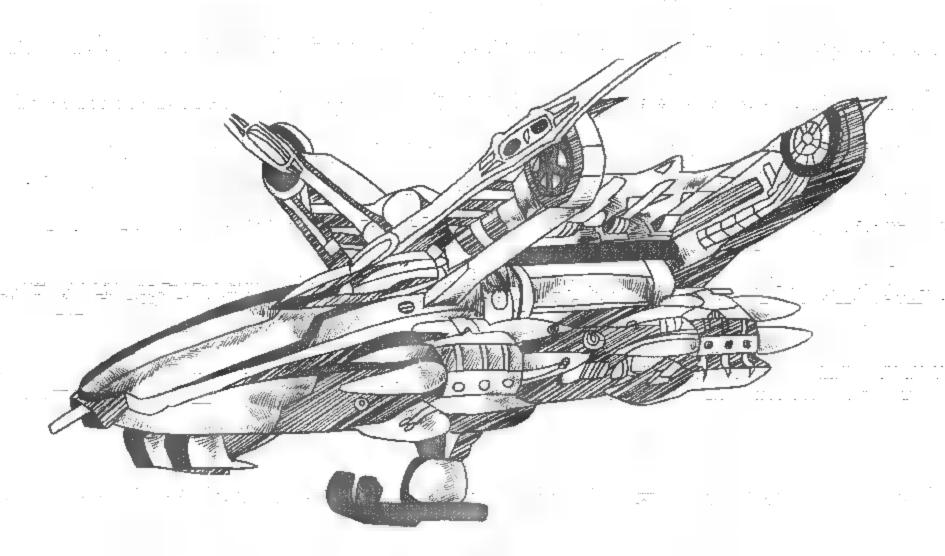
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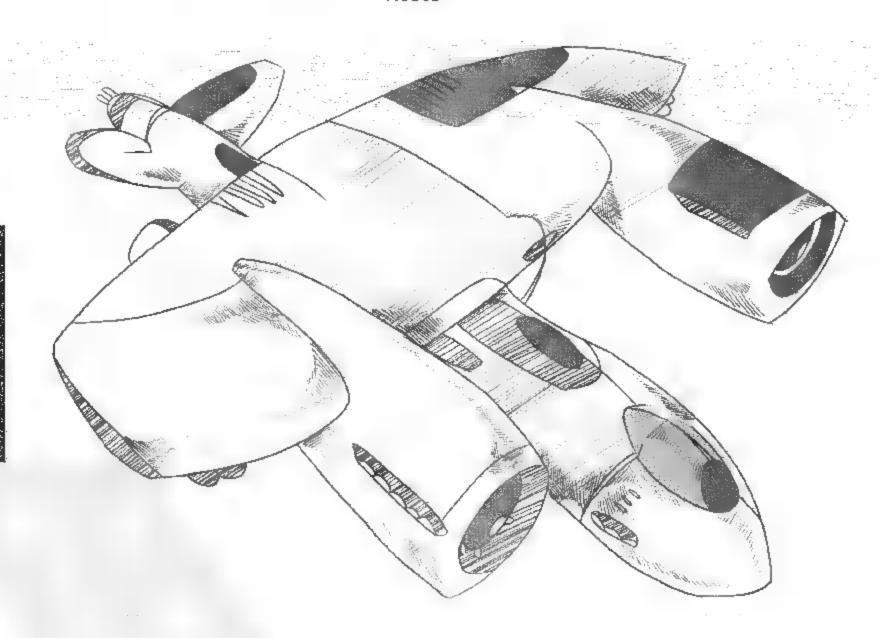


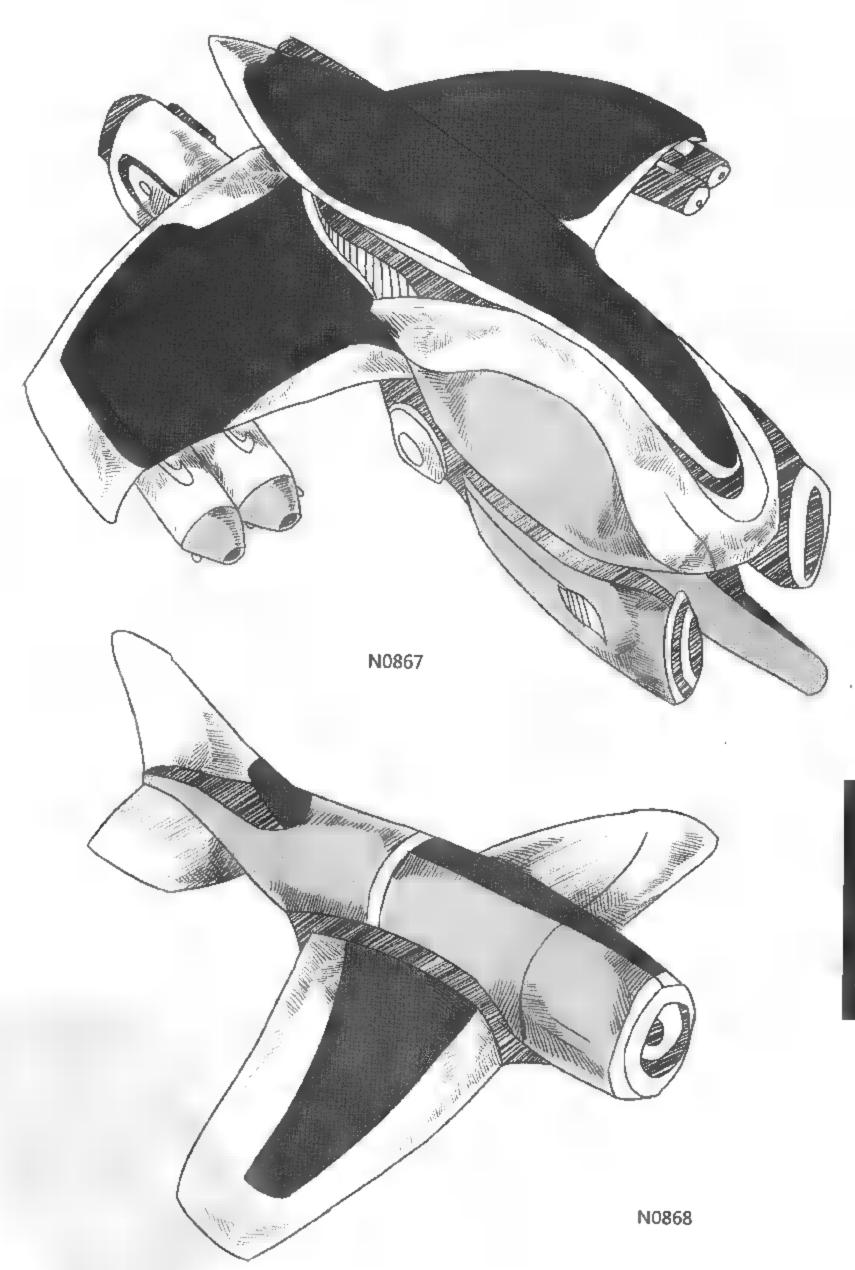


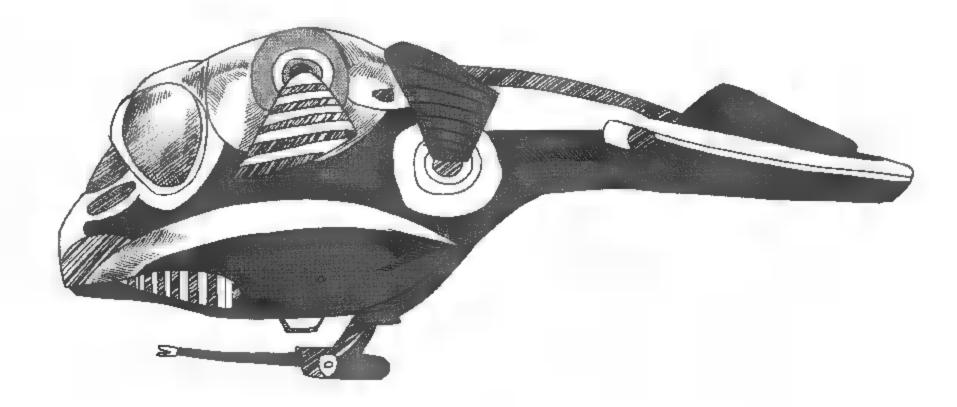




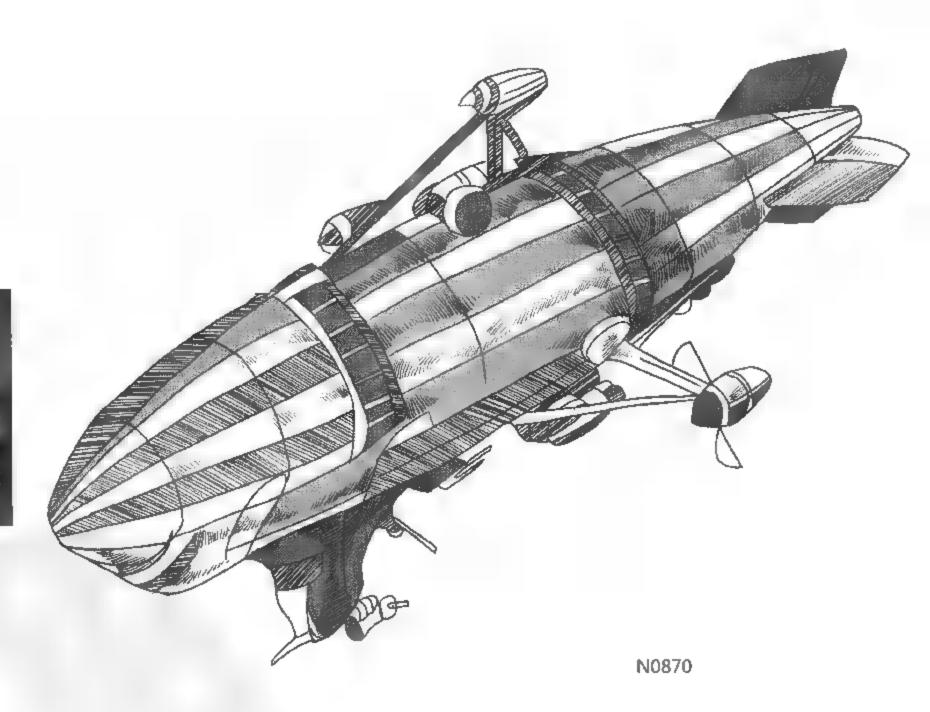
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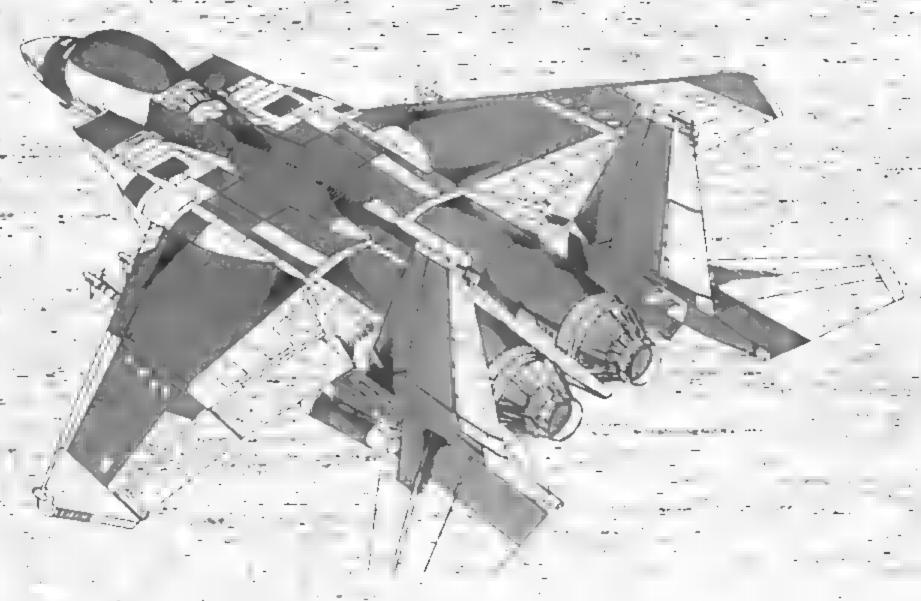






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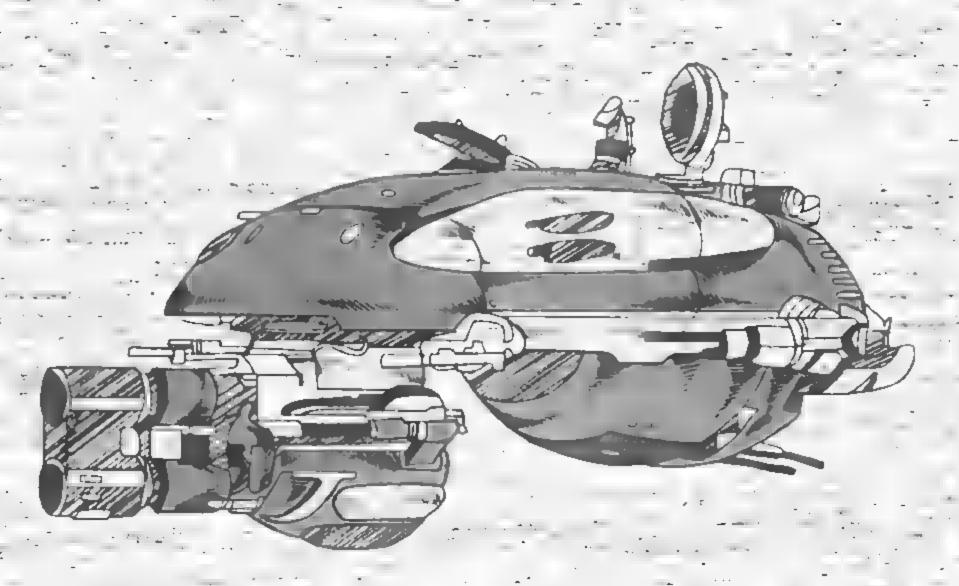


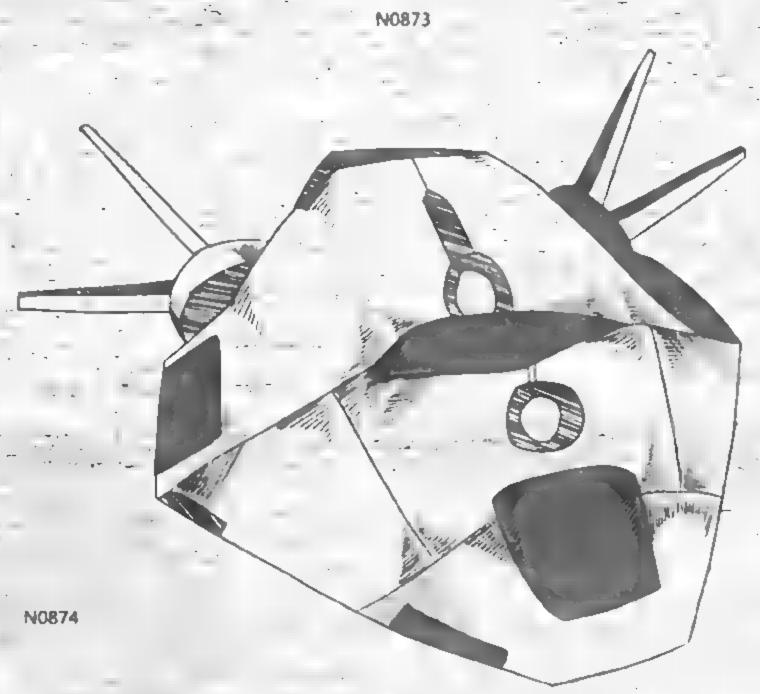


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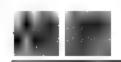
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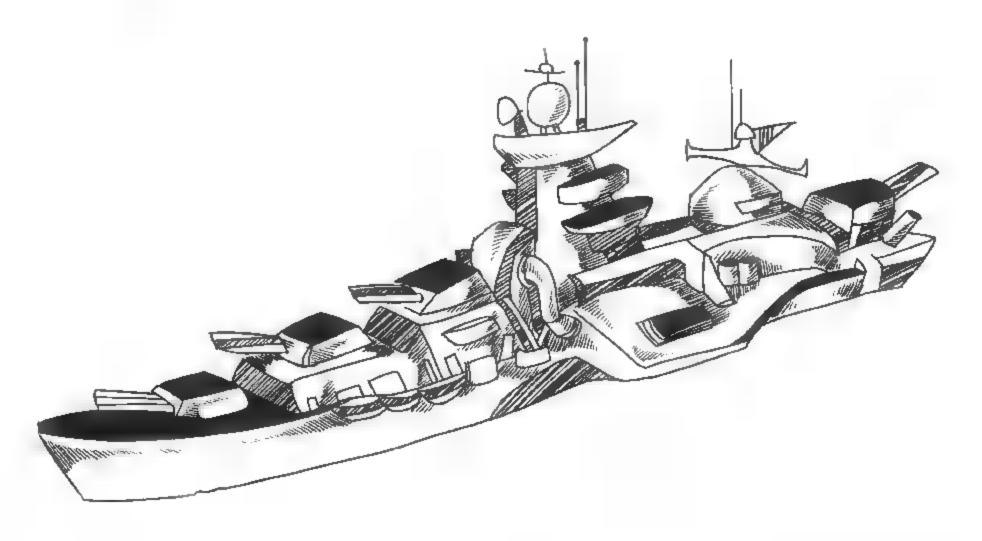




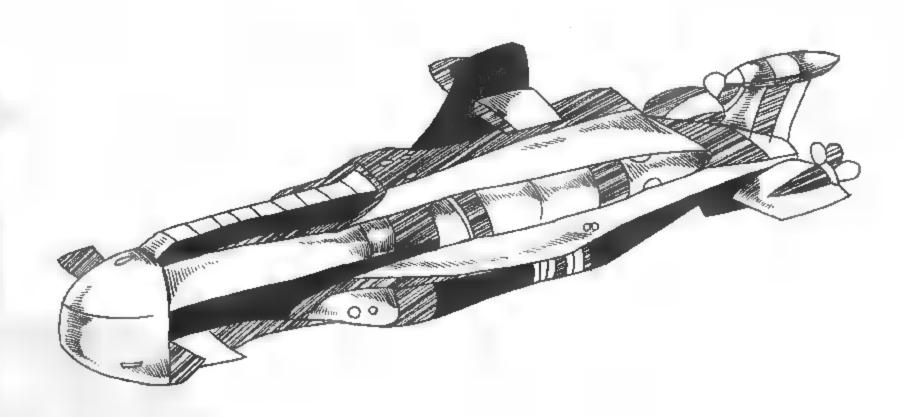


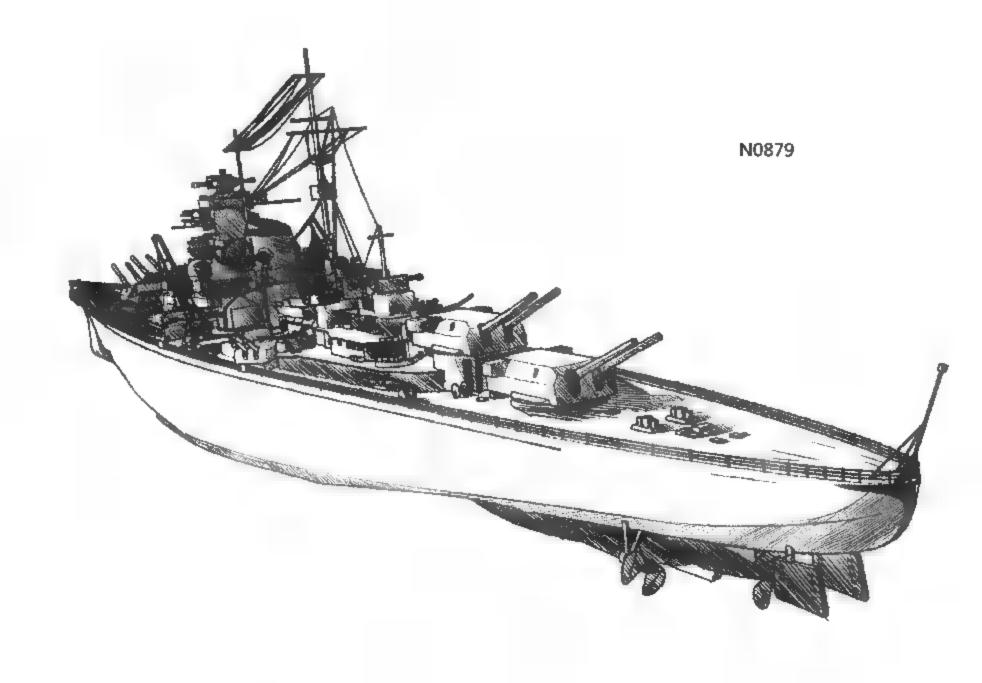


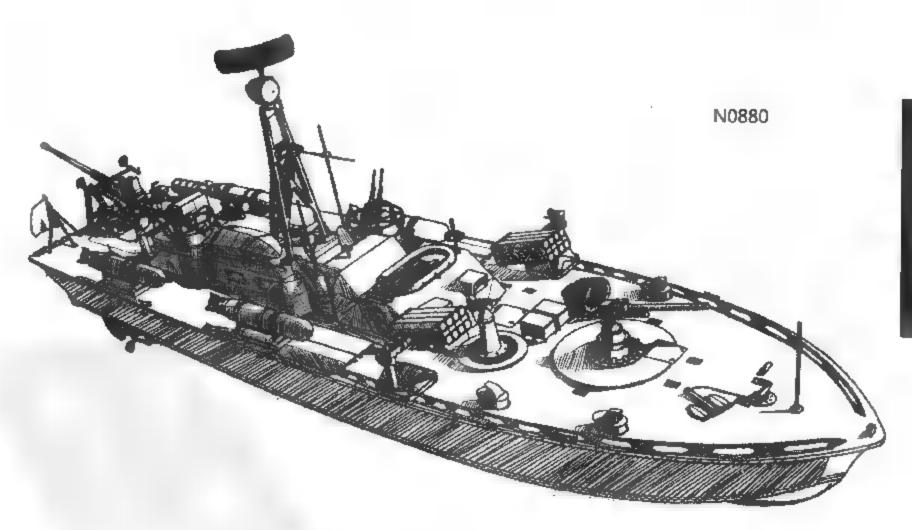




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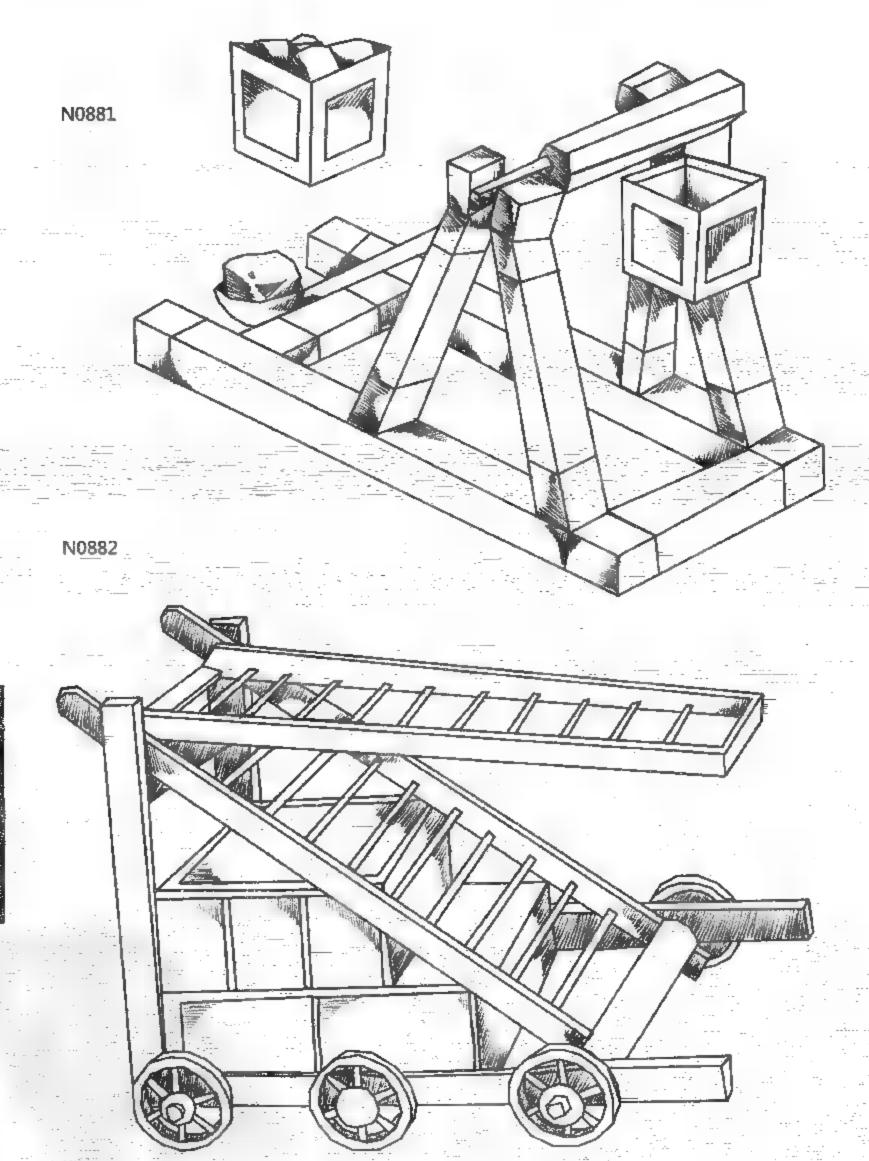




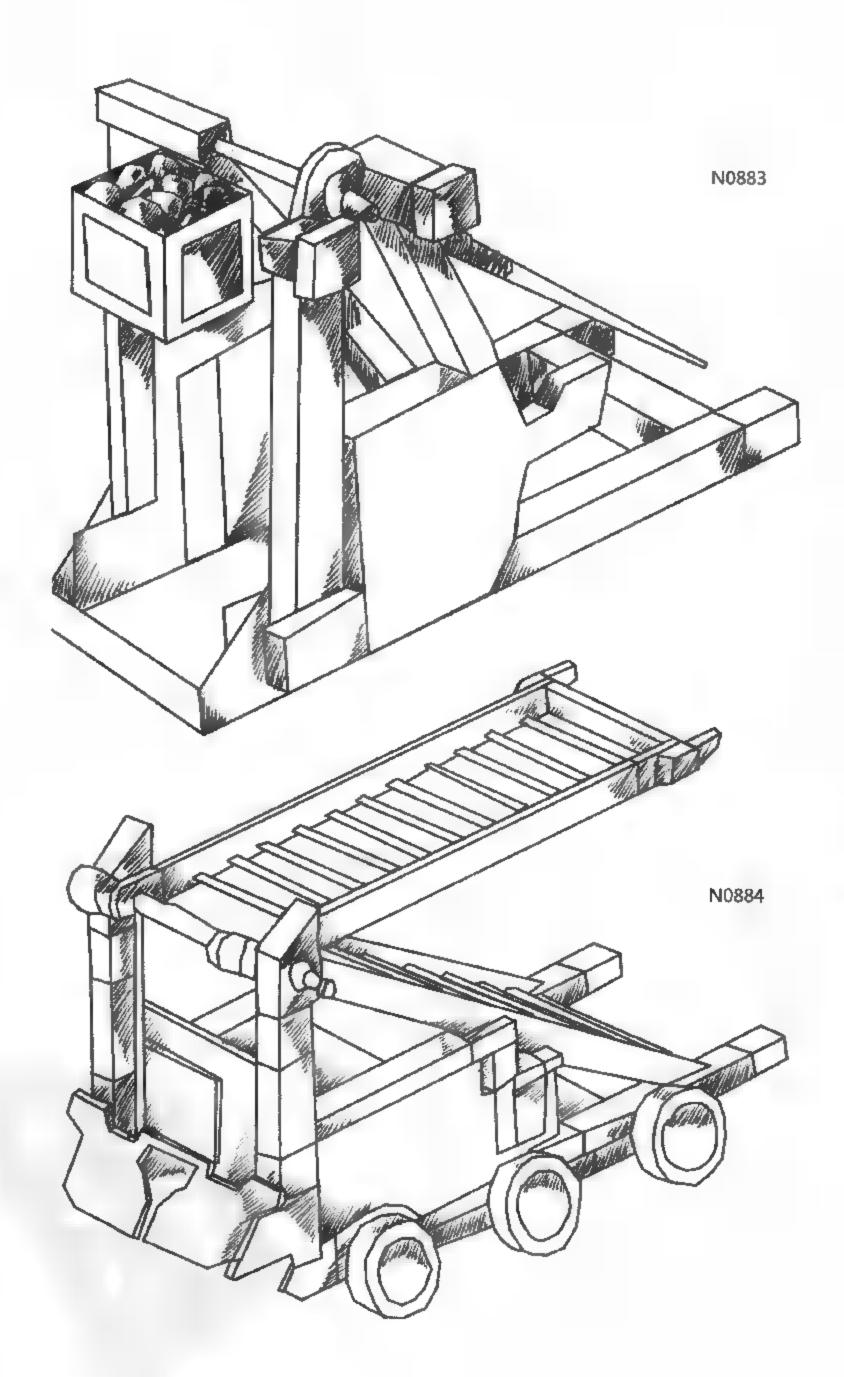


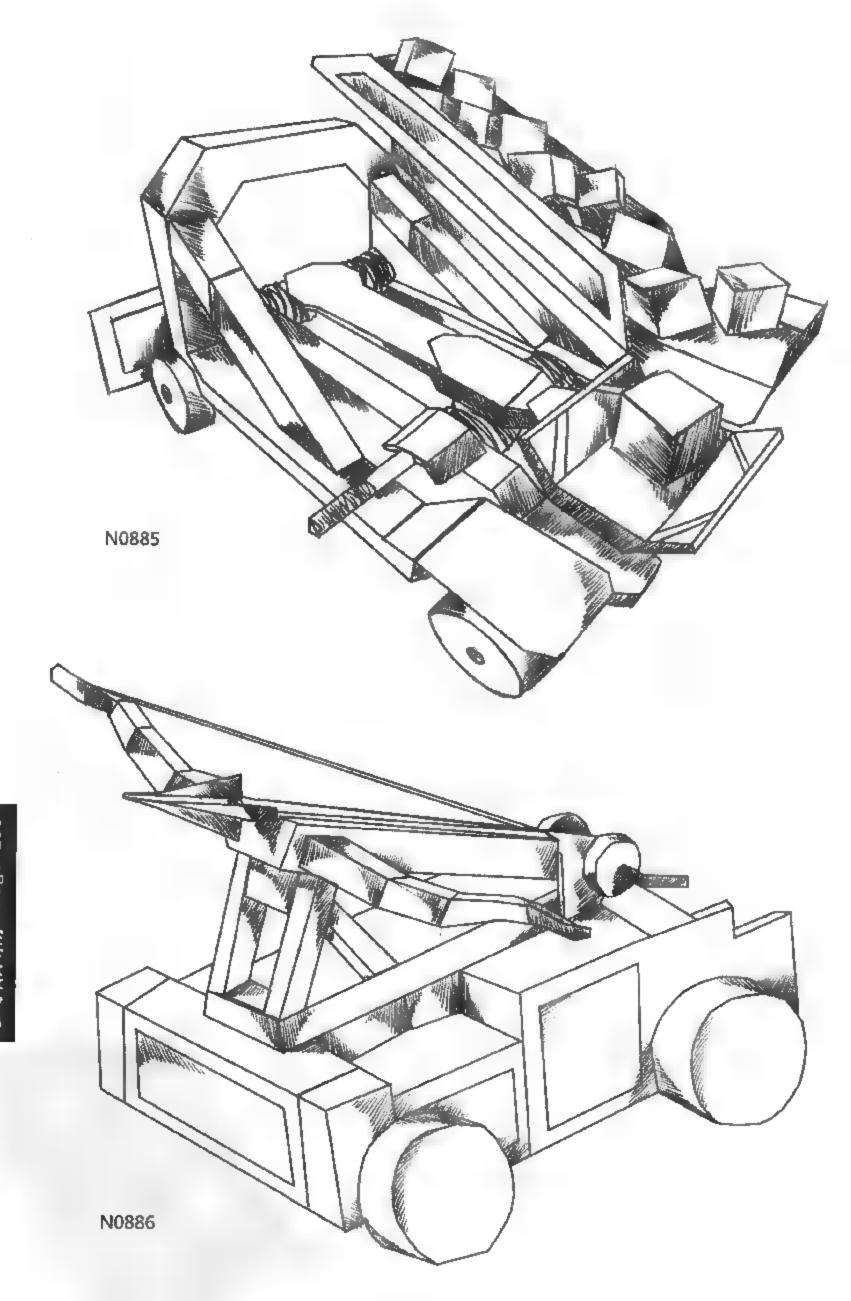
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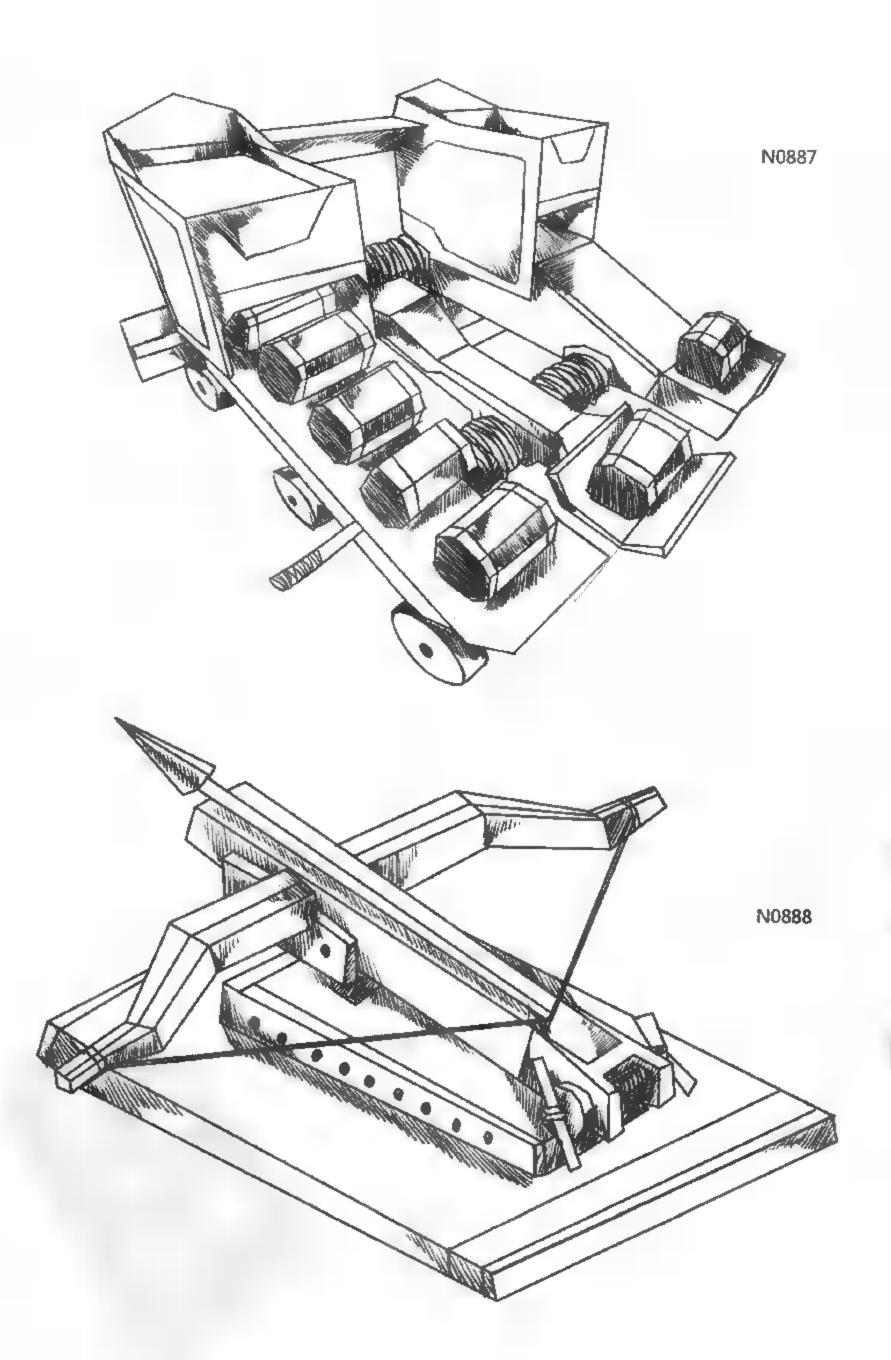
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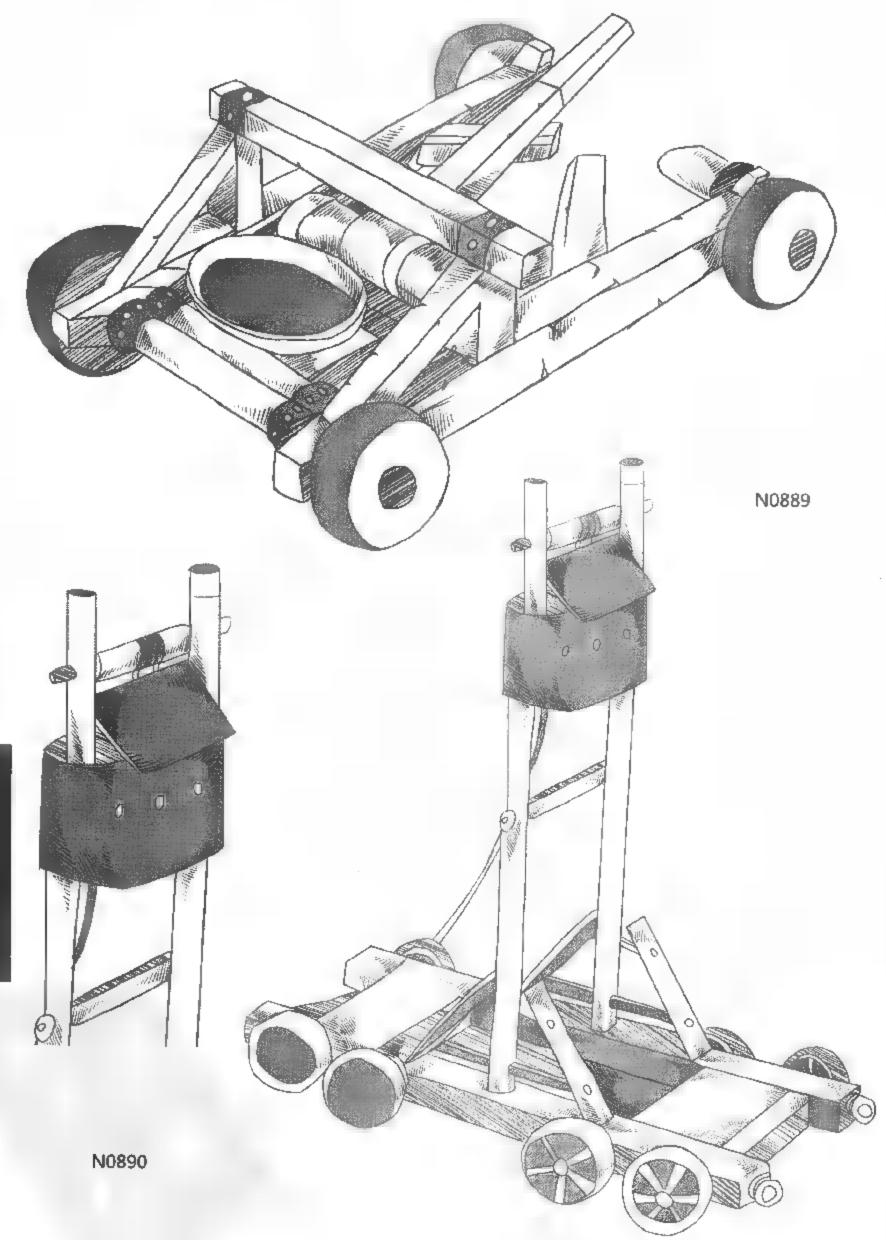


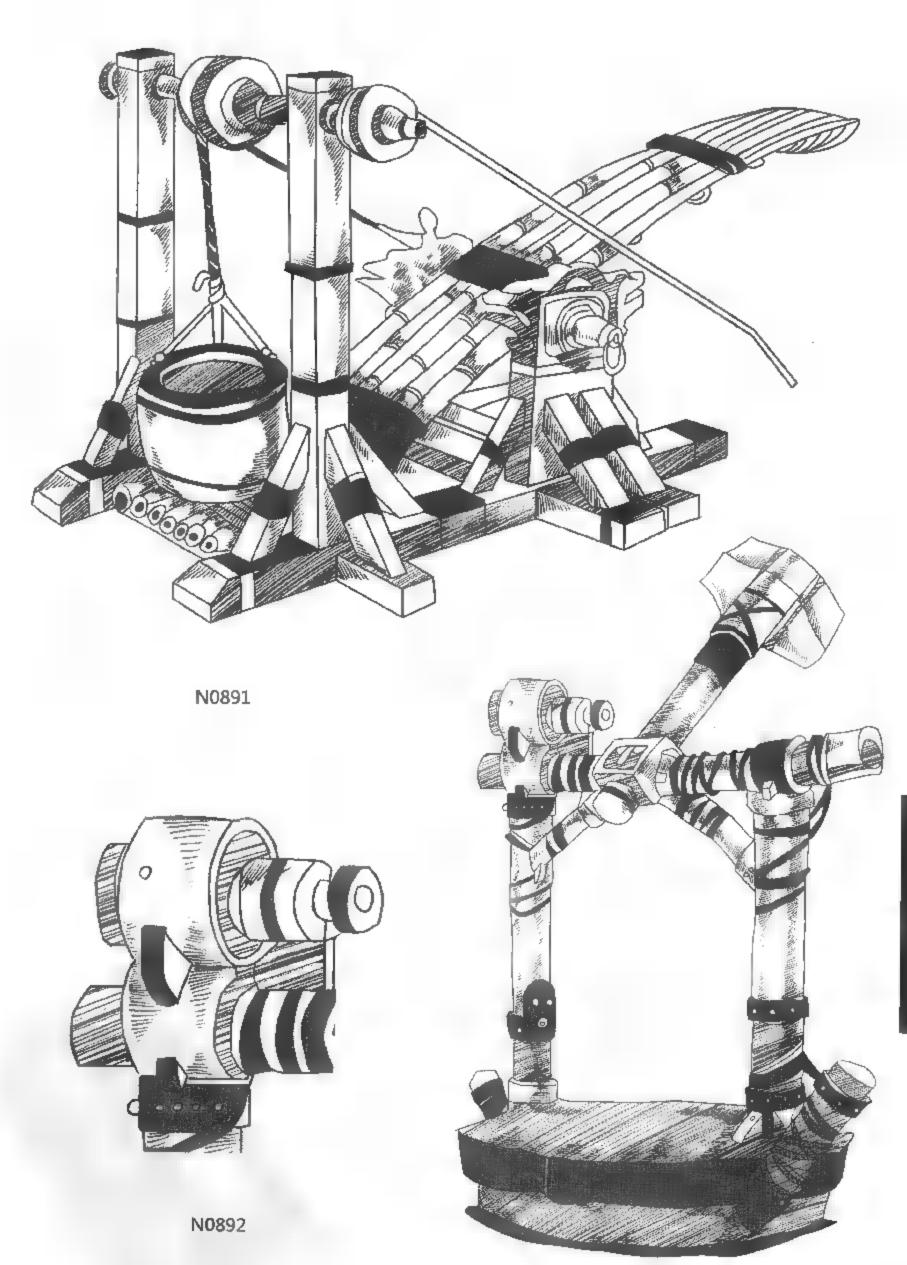
| 武器篇 Page-23

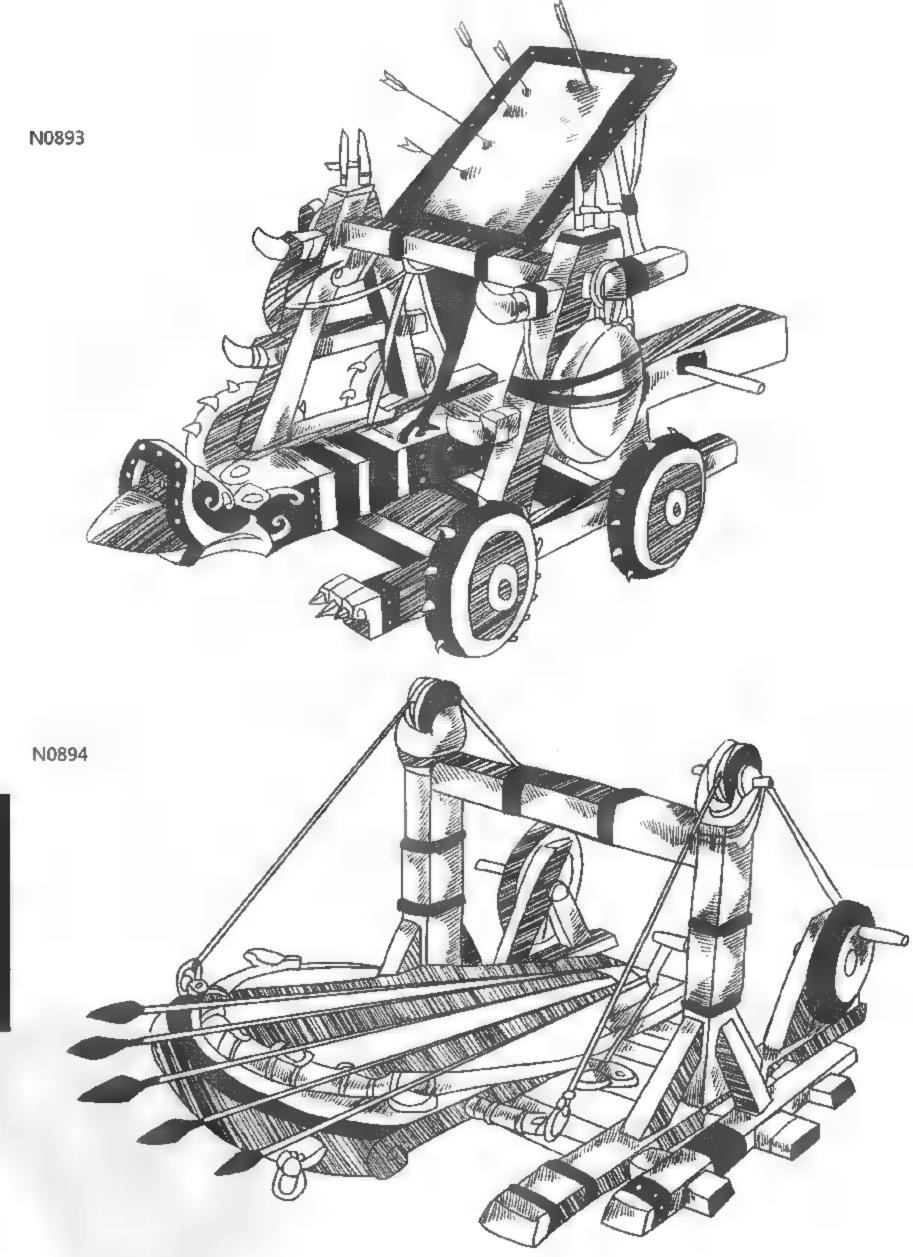


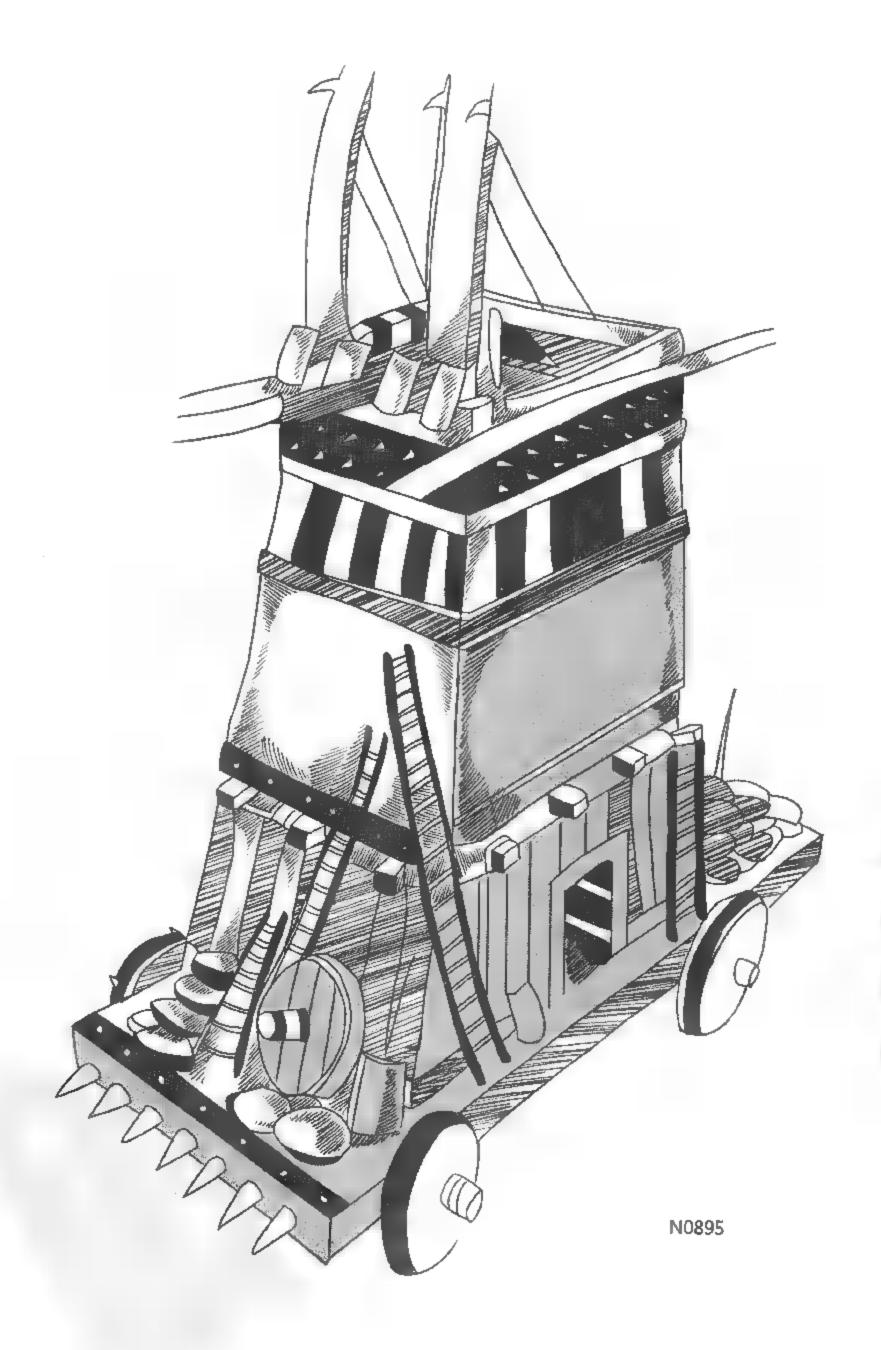


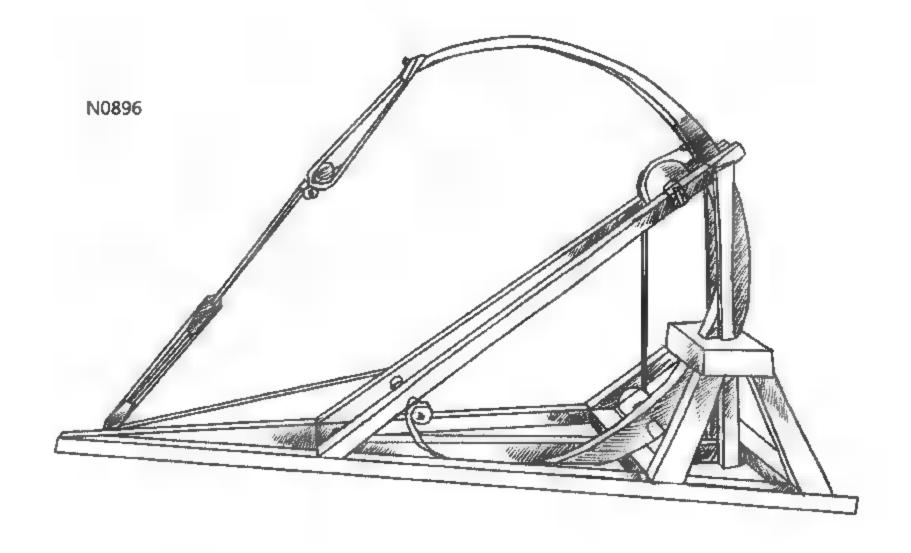


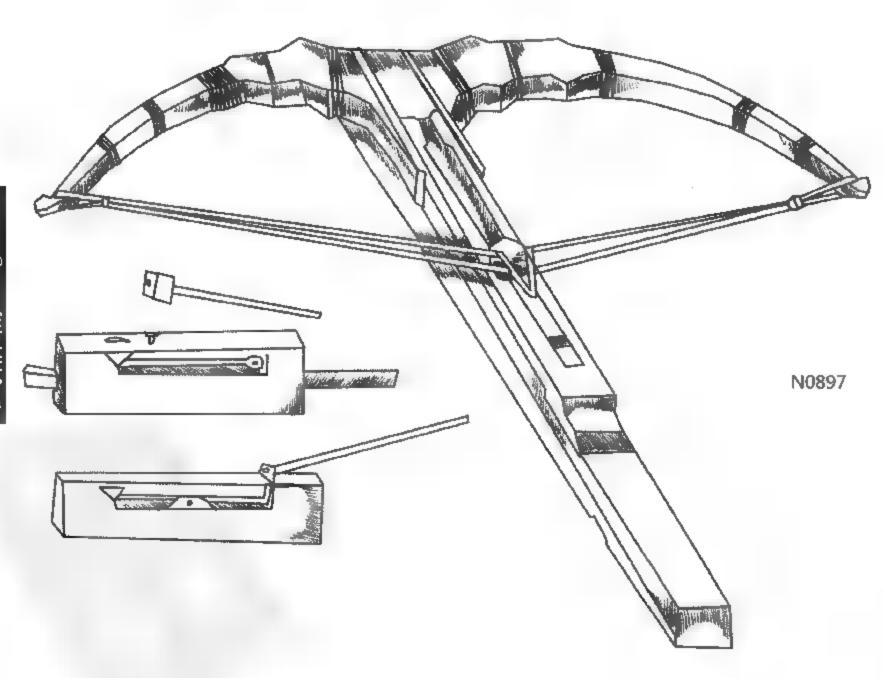


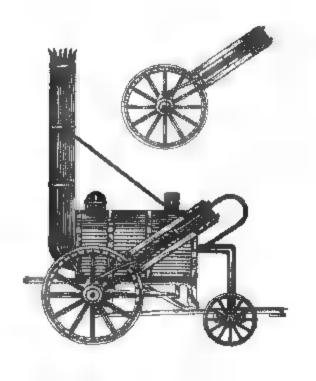












交通篇 Traffic

本章简介

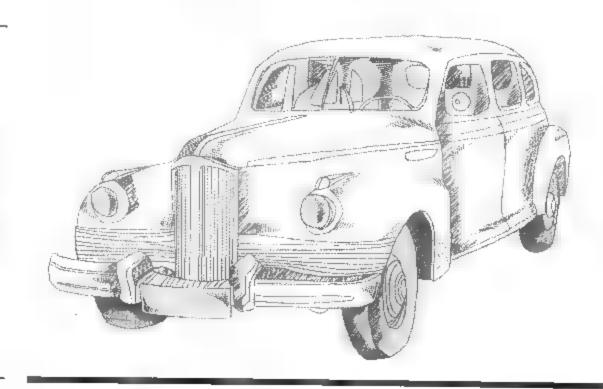
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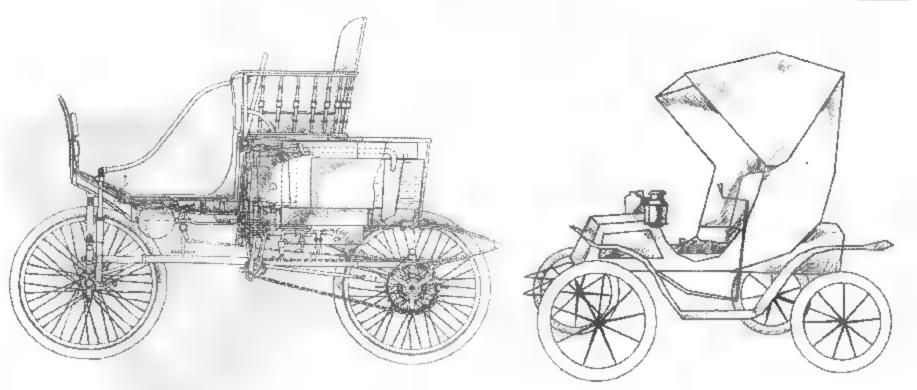
范例作品编号: N0898-N0964

内容要点: 交通工具,不仅指我

们常见的交通工具, 还包括我们经常在动 漫作品中见到的一些 实际不存在的幻想类 交通工具。本章我们 就来欣赏一下这些交

通 工具。

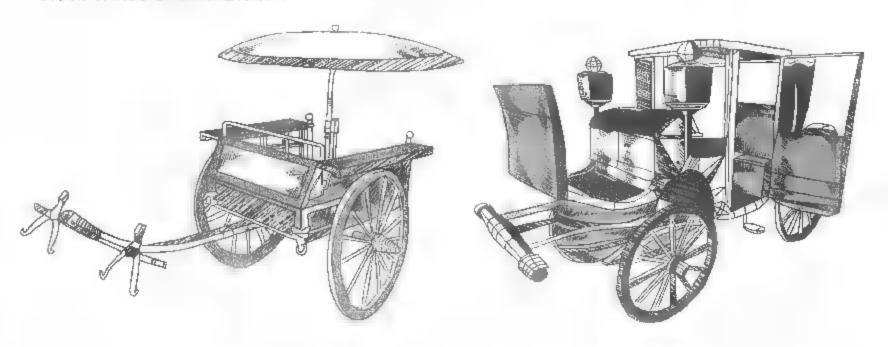


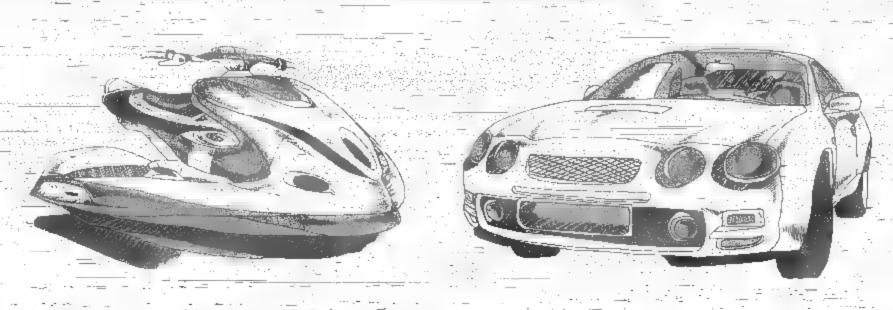


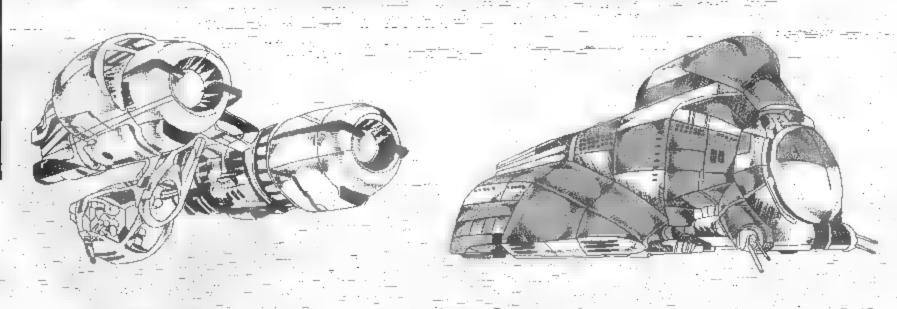
至国工具层重歧法

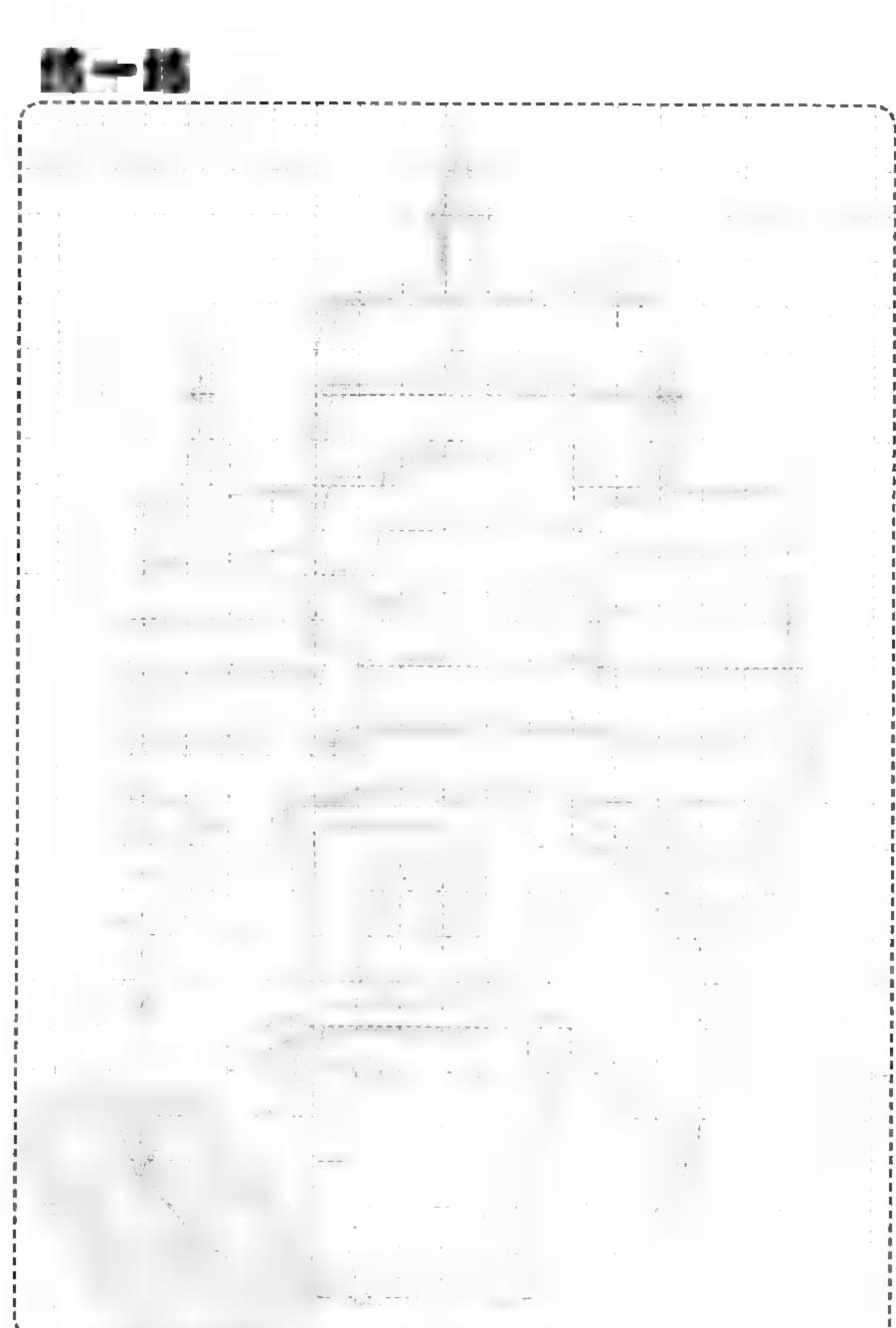
在绘制交通工具时,要注意结构和零件的分布。主要是体现出它的可操纵性和可驾御性。因此,在绘制的过程中,应该大量参考现实生活中的交通工具。

绘制古代交通工具时,需要参考大量的图片资料,同时还要根据动漫作品整体的时代背景,找到符合当时 历史条件的交通工具来进行绘制。



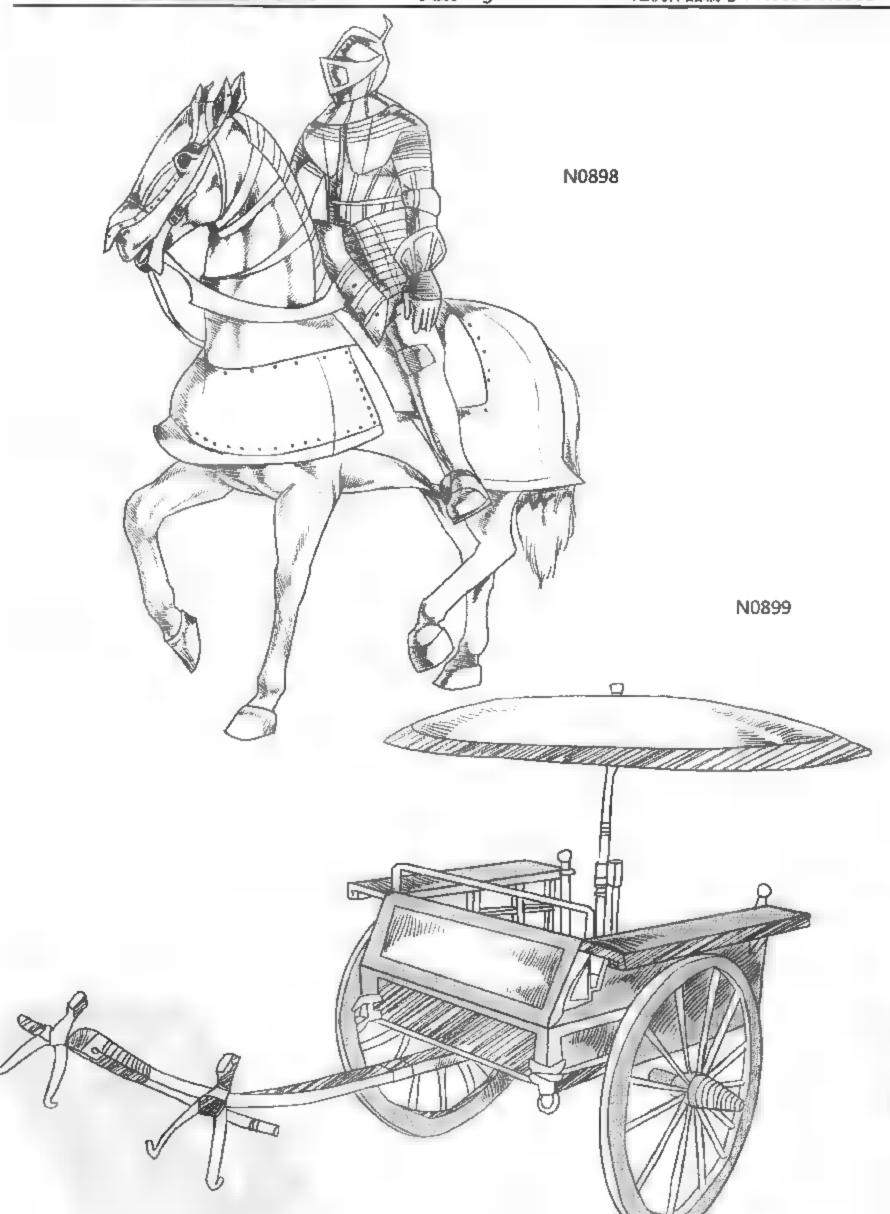


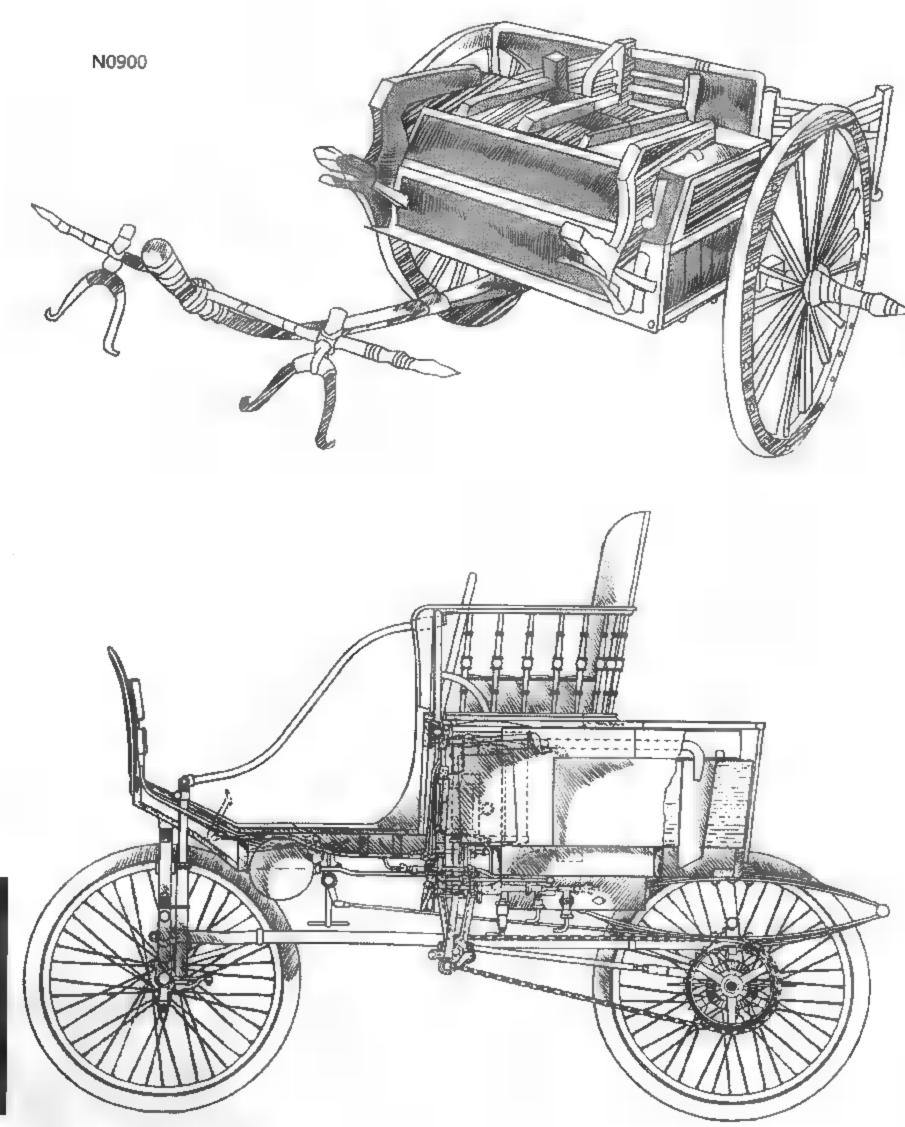


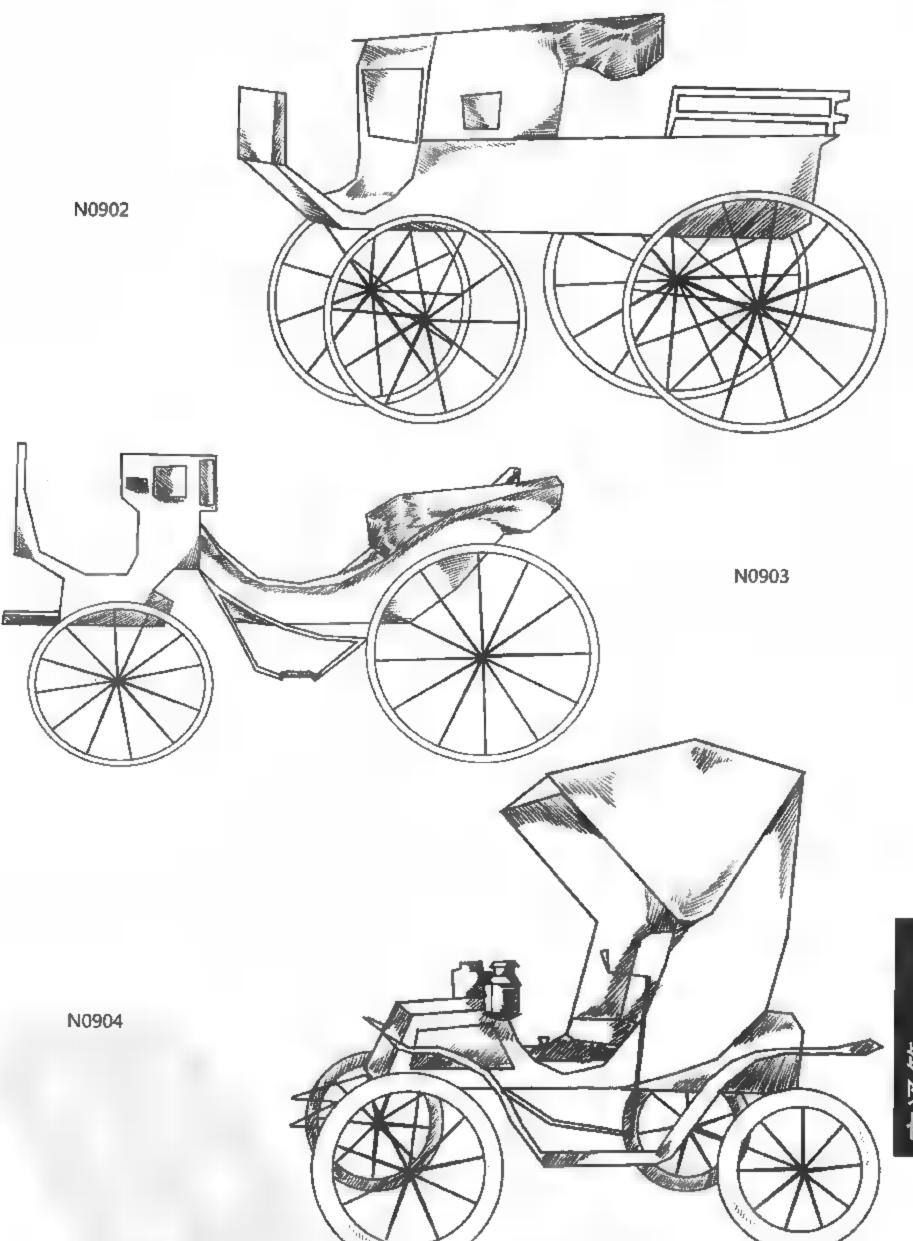


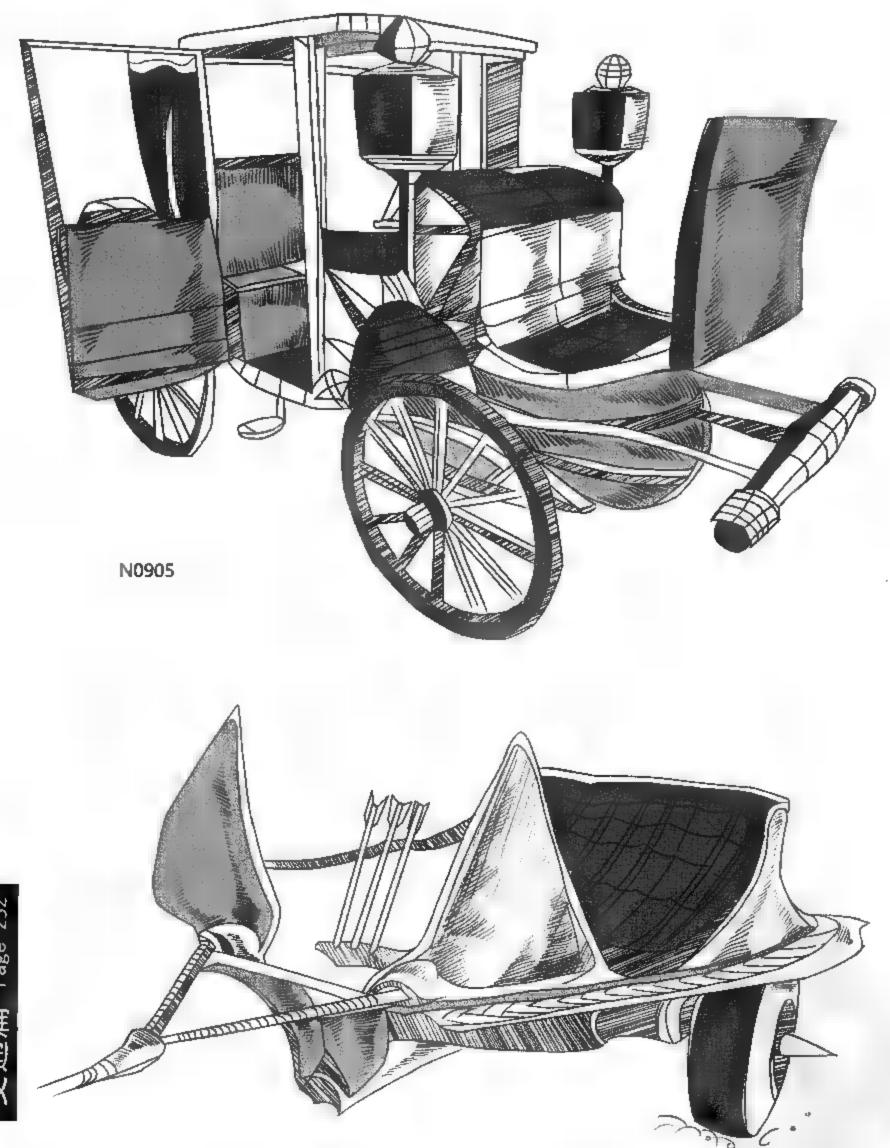


页数/Page: 249-252





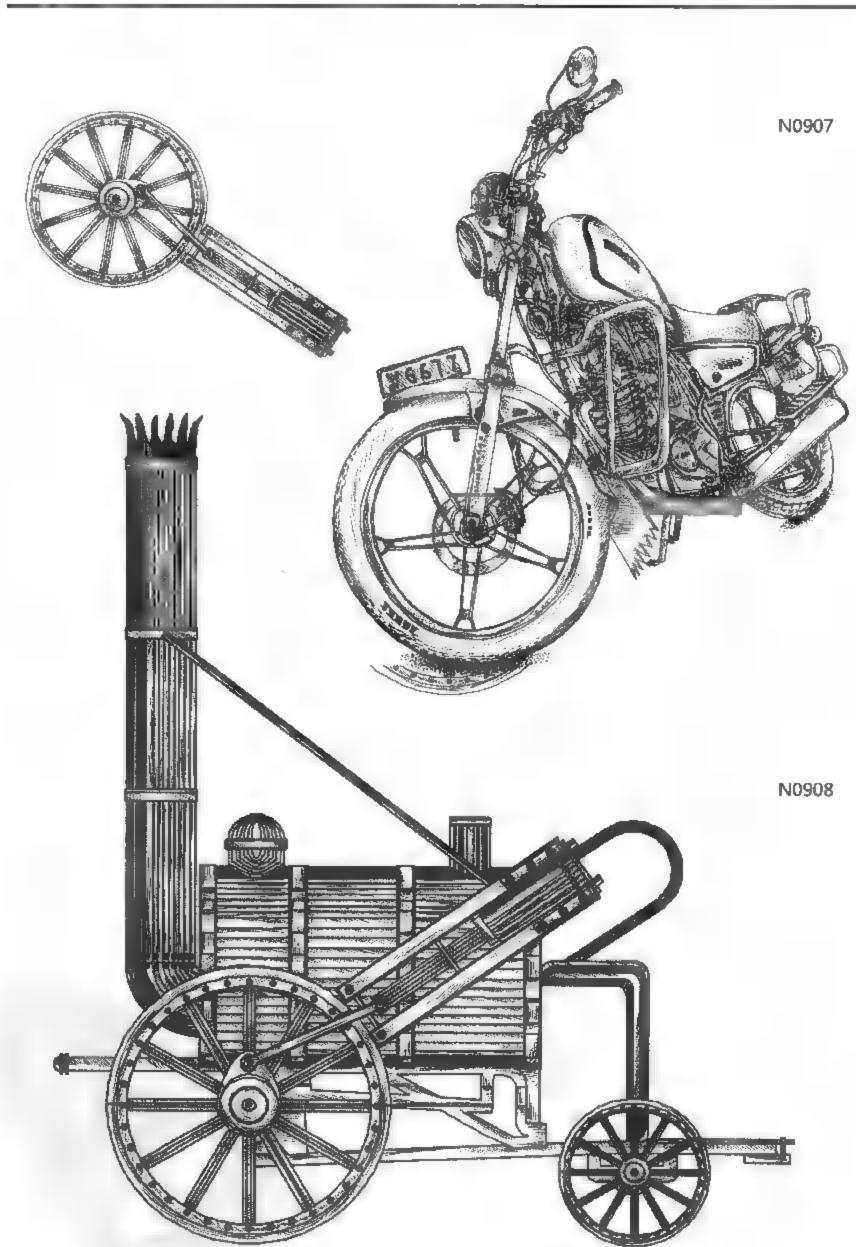


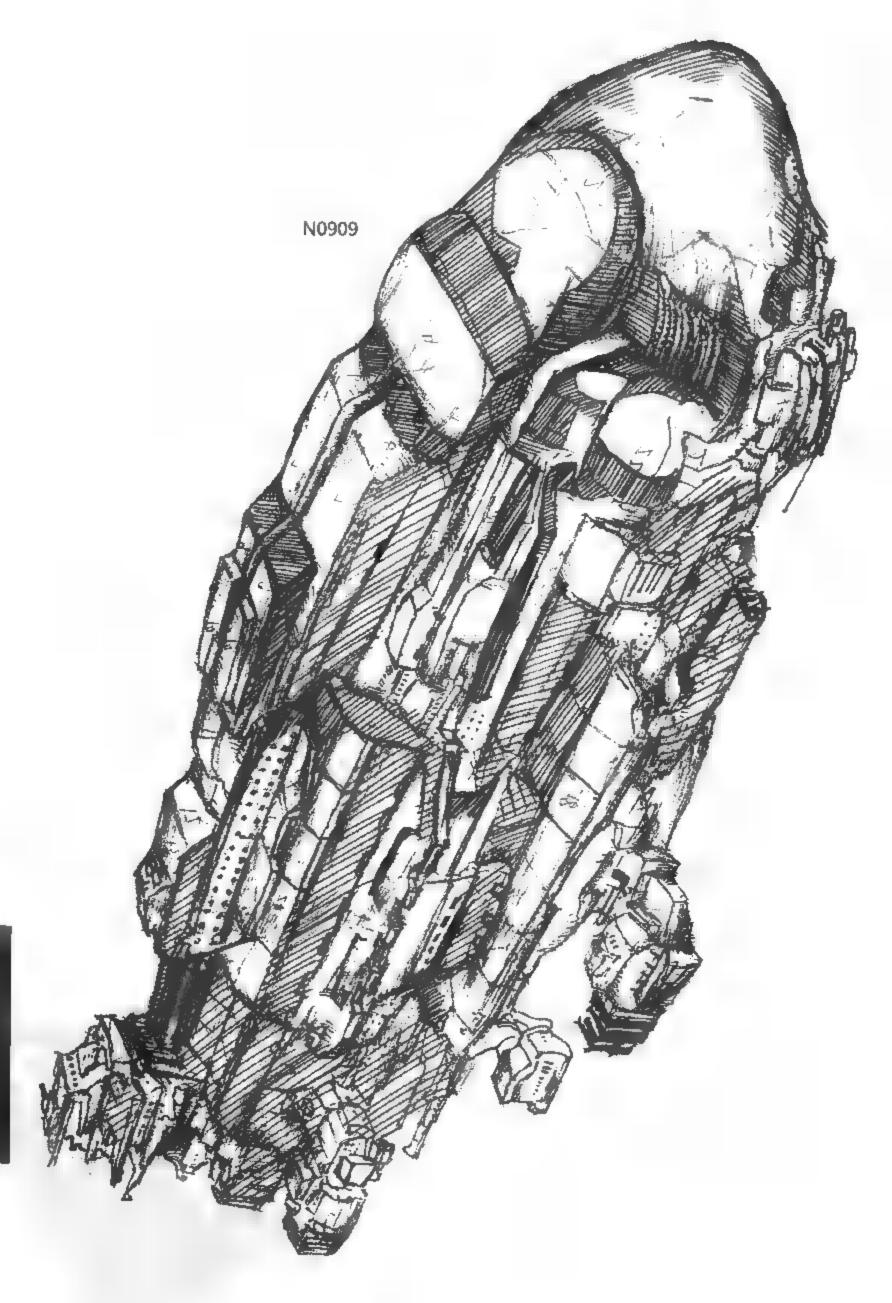


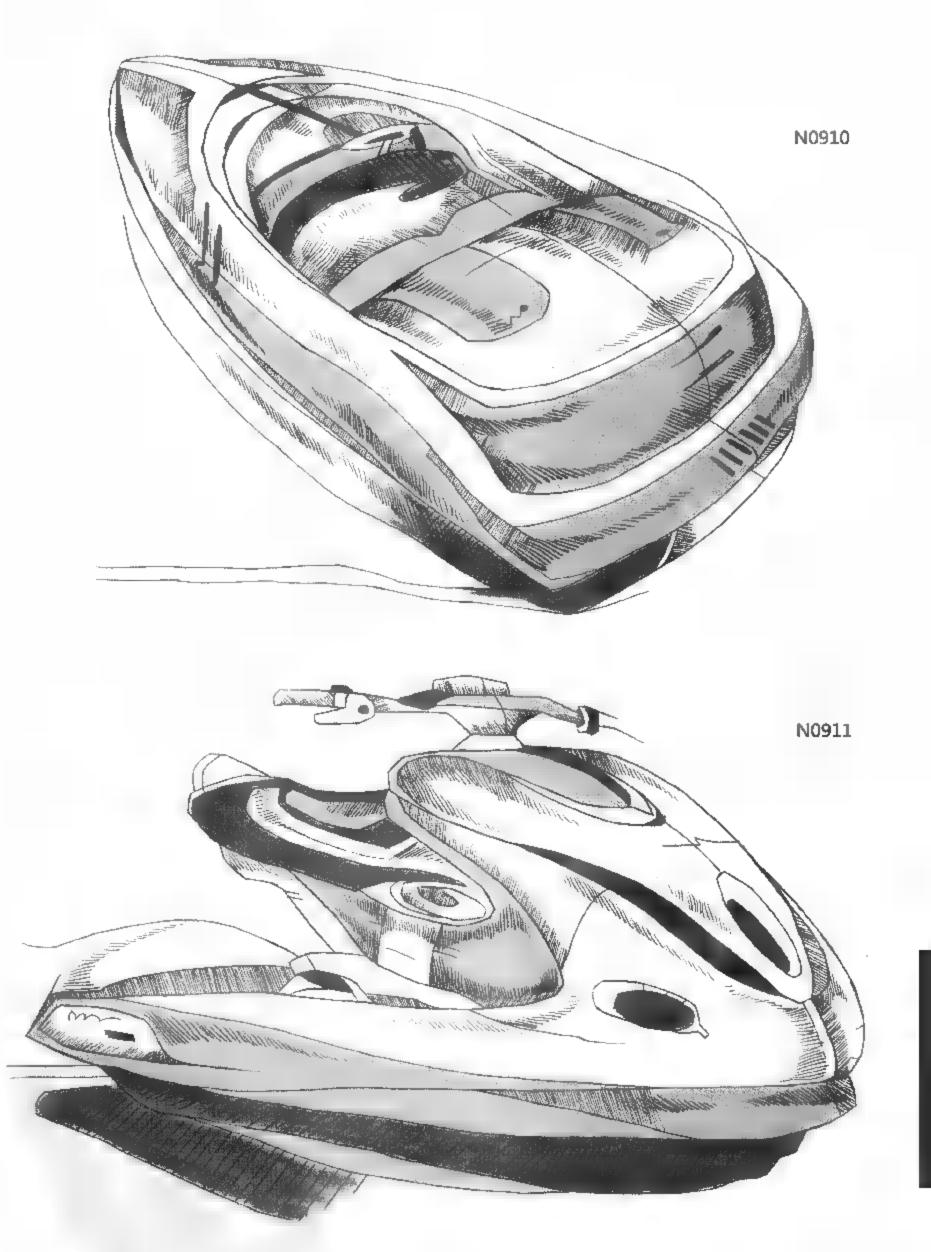


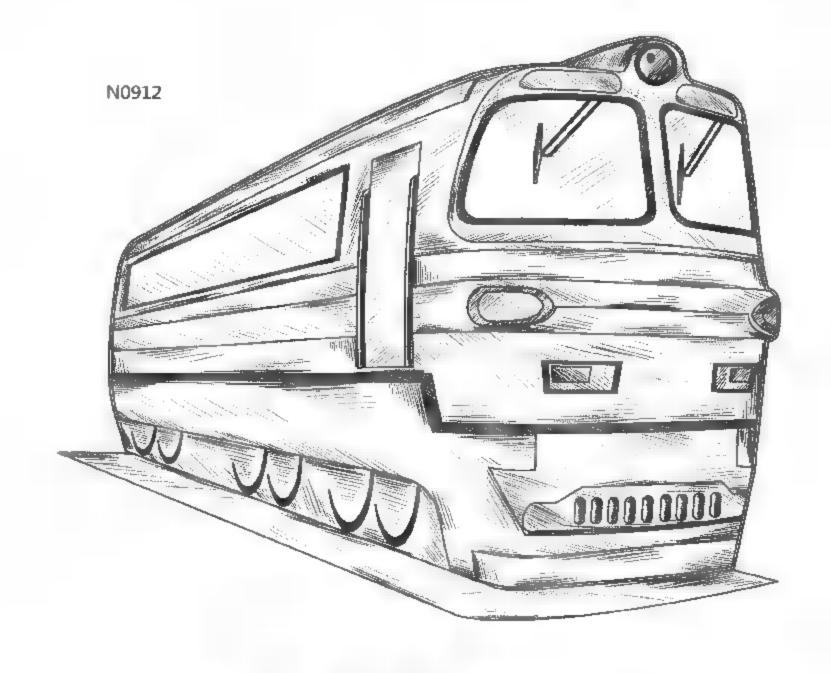
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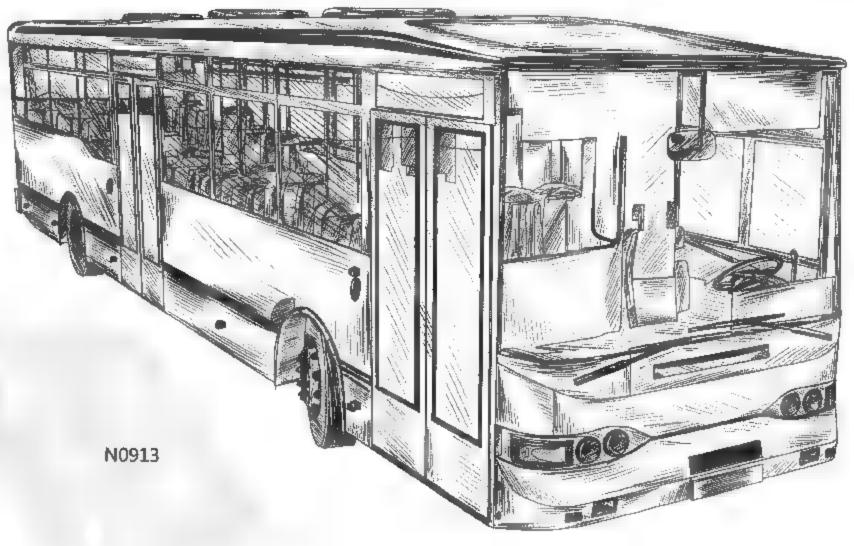
范例作品编号: N0907-N0917



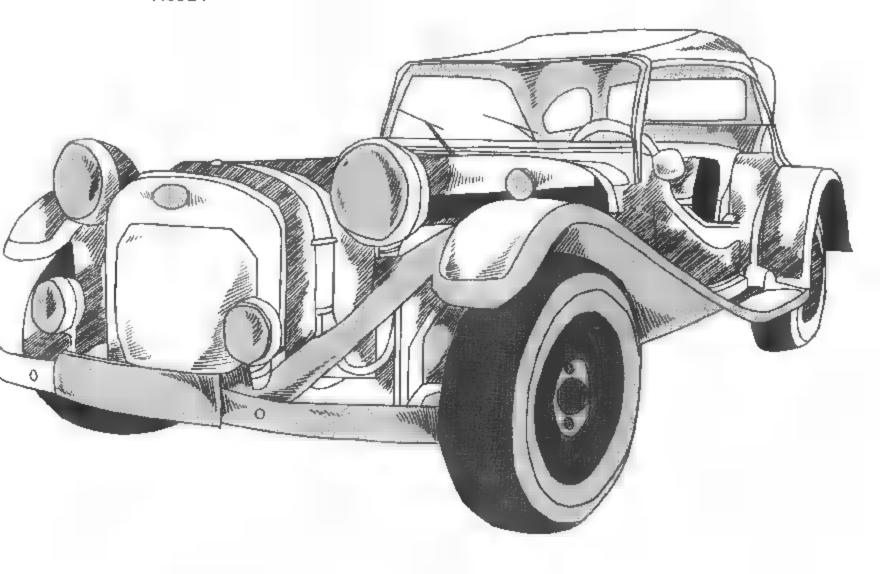


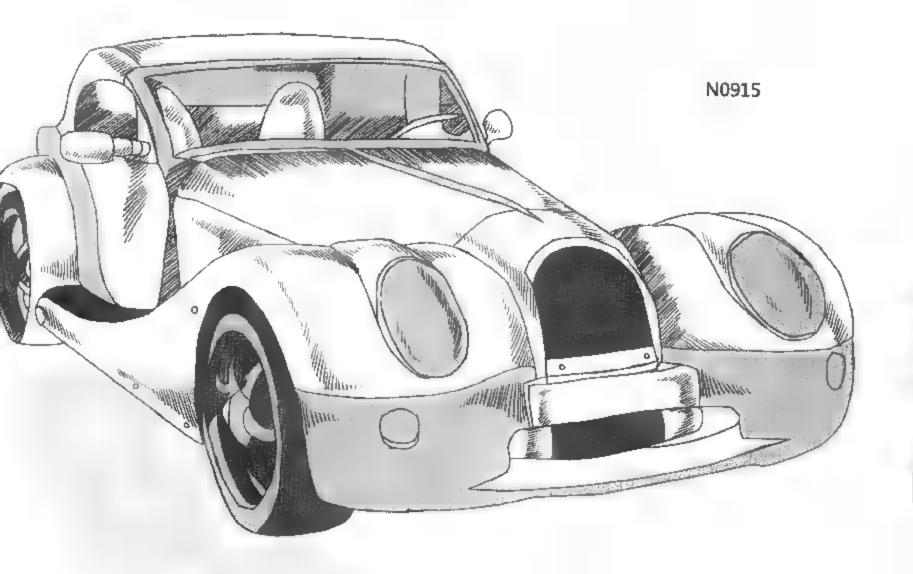


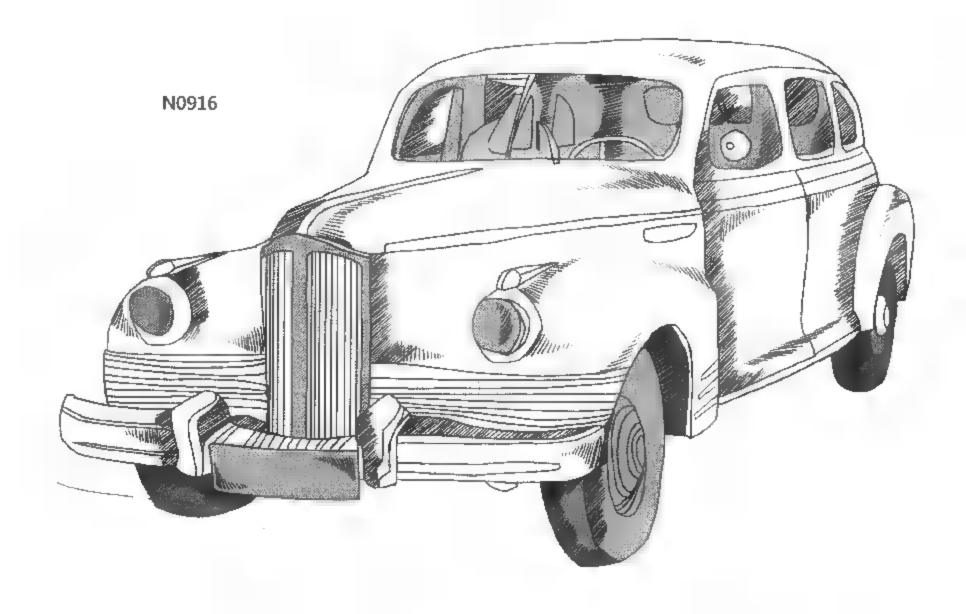


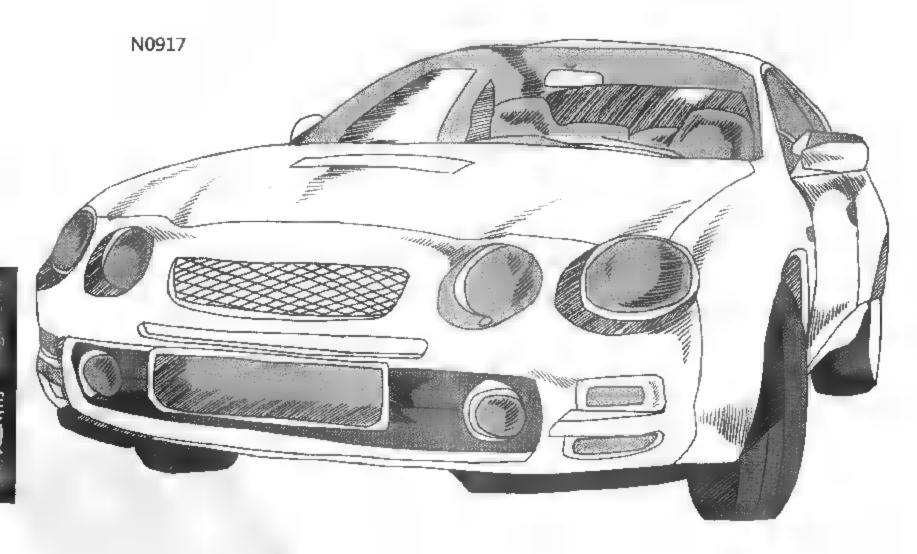


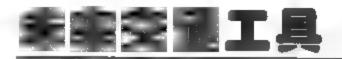




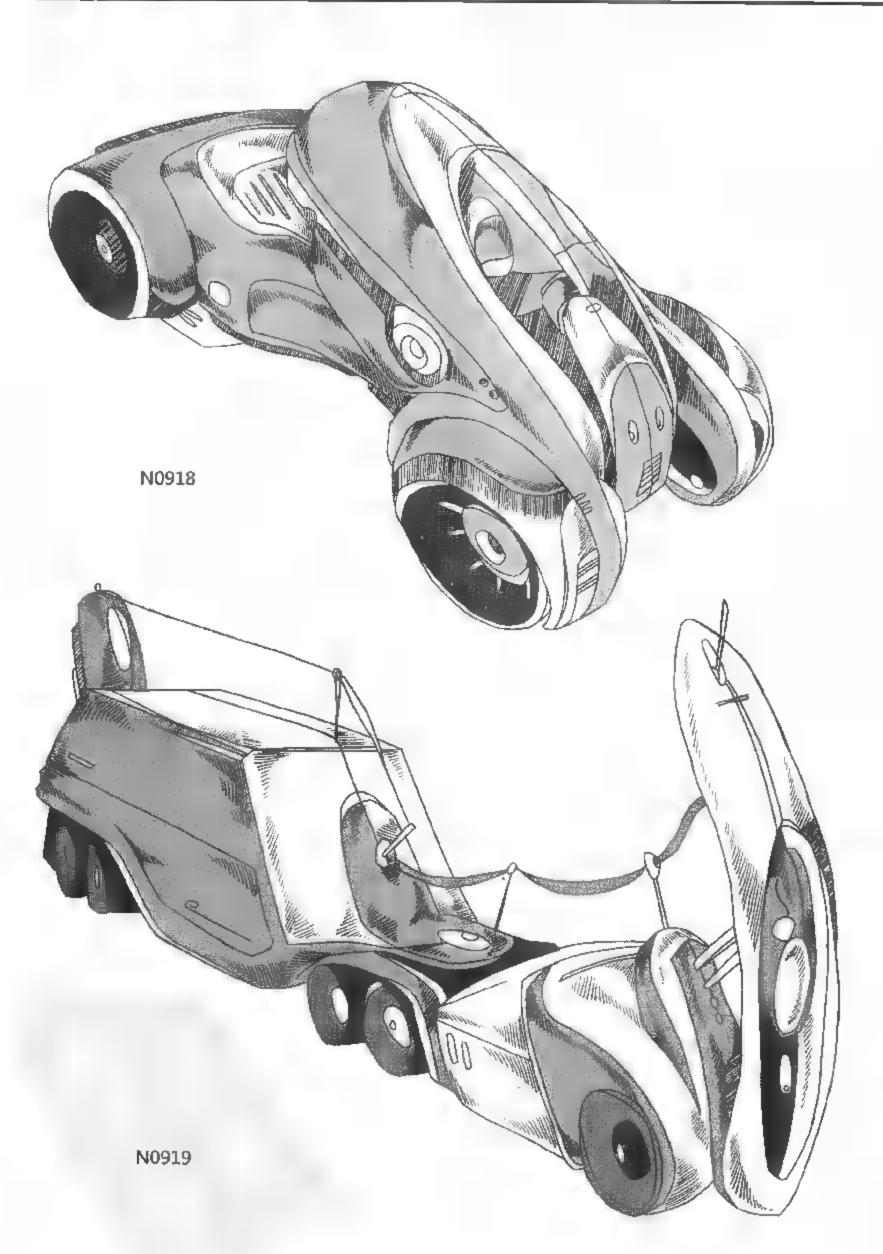


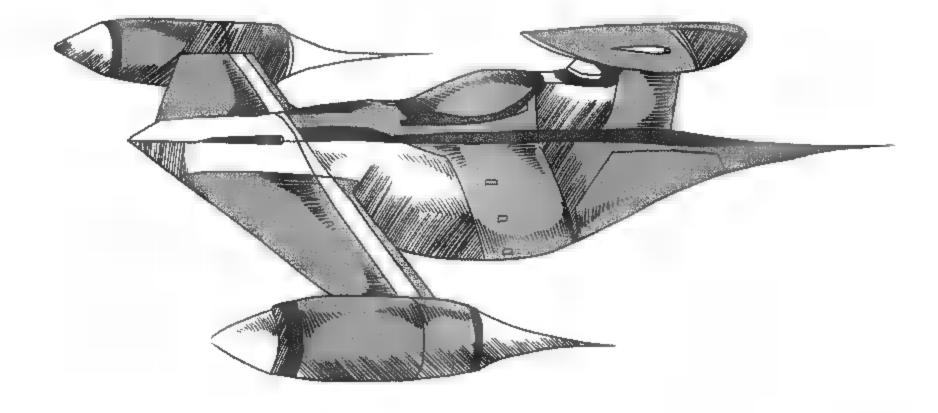




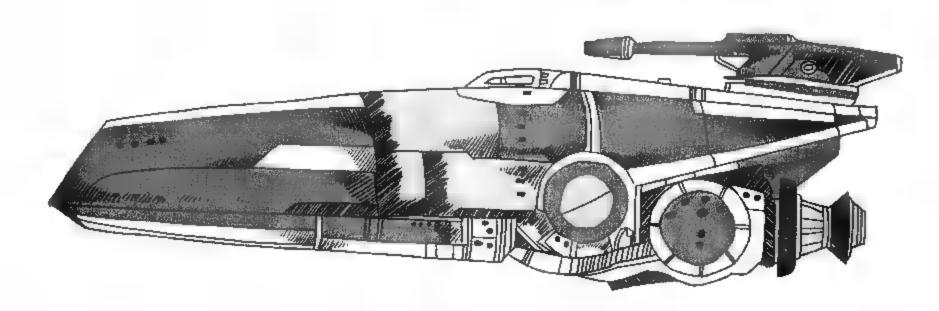


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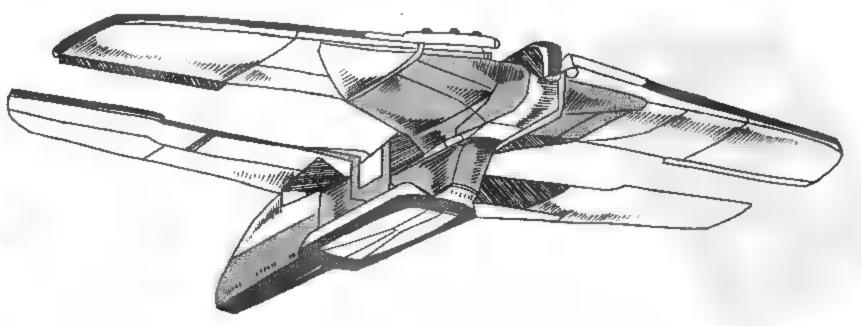


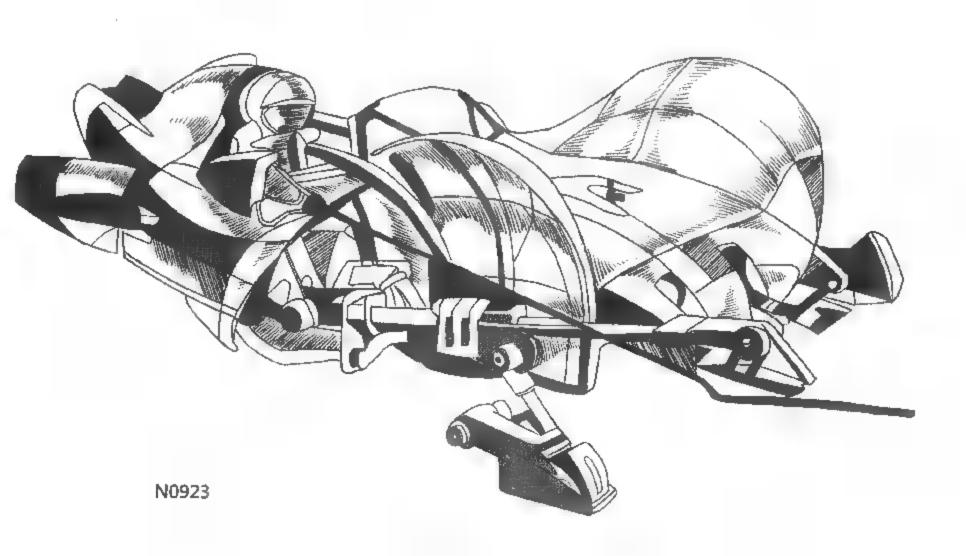


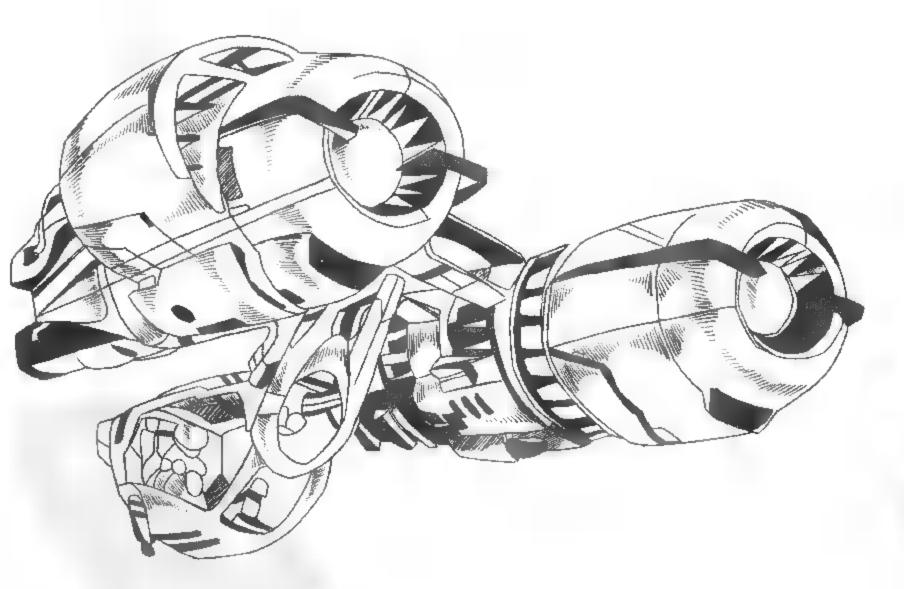
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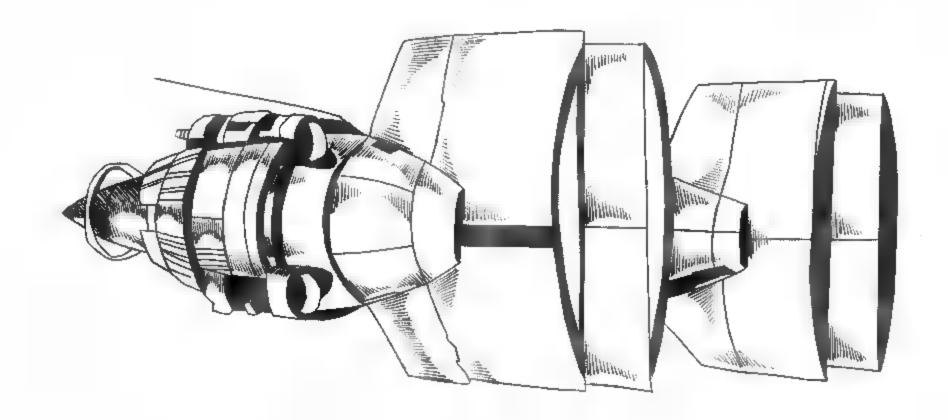


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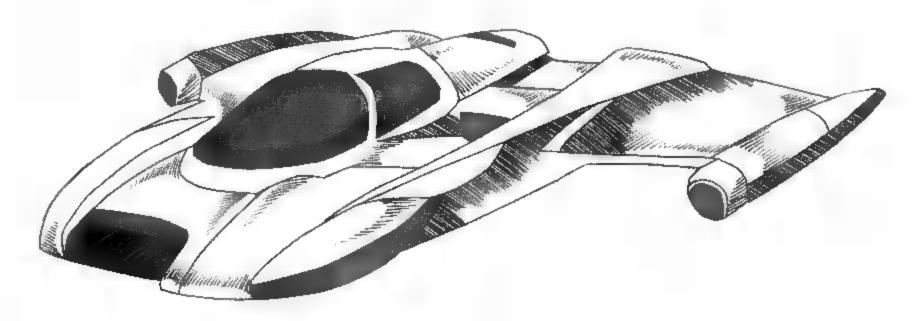




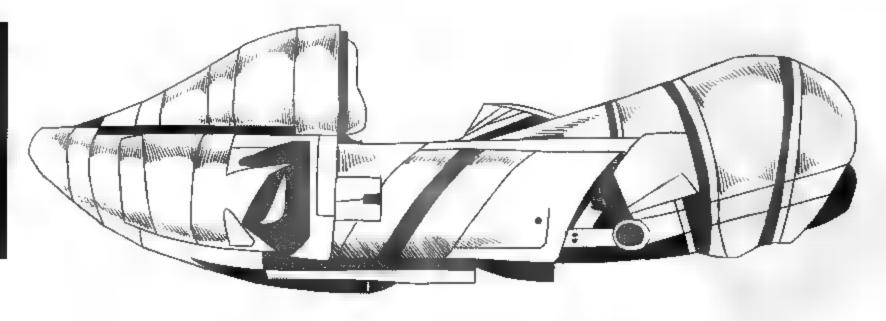


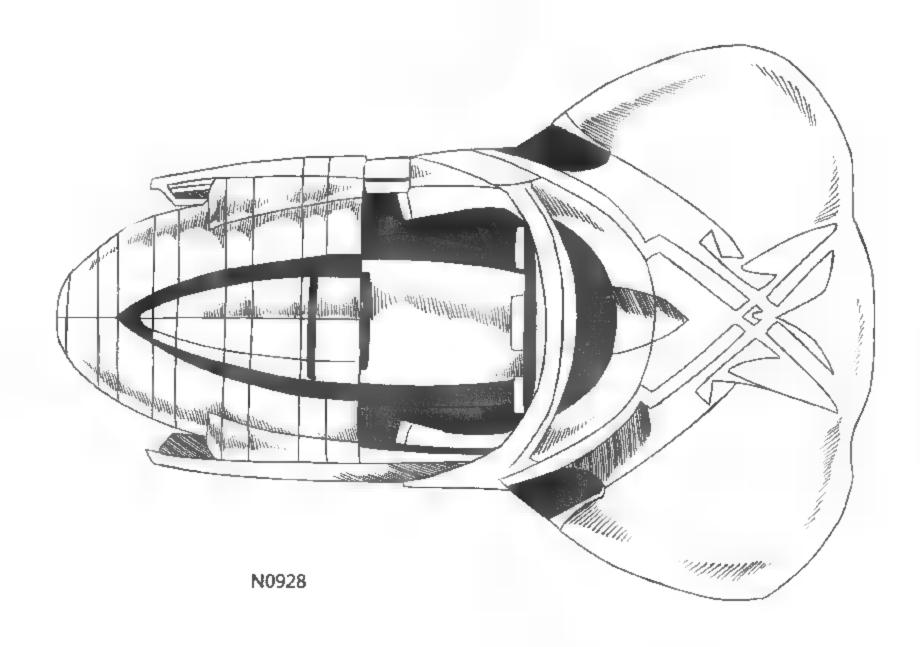


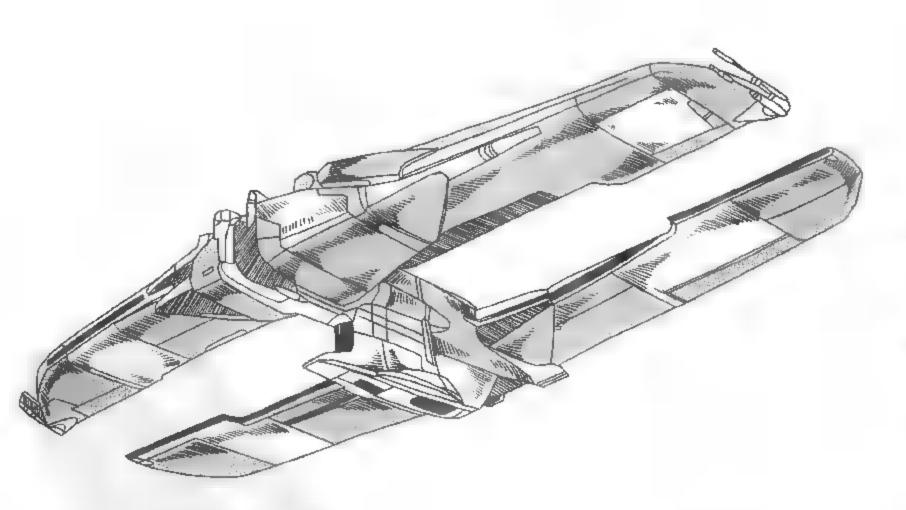
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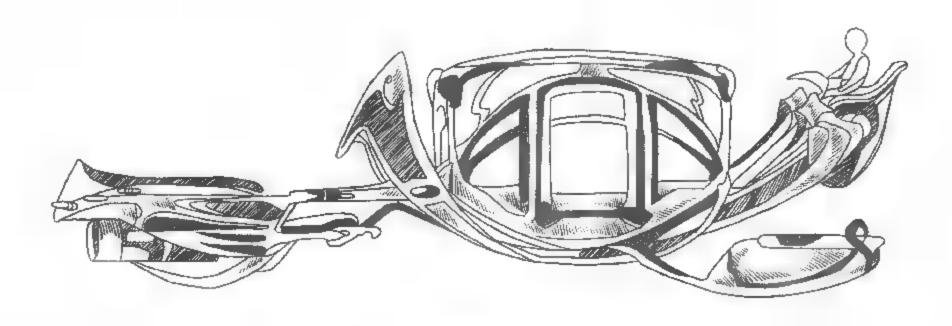


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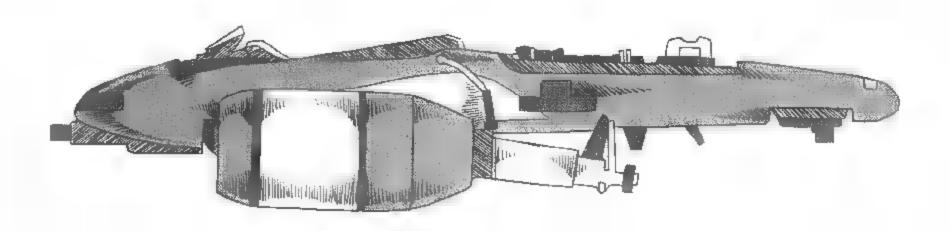




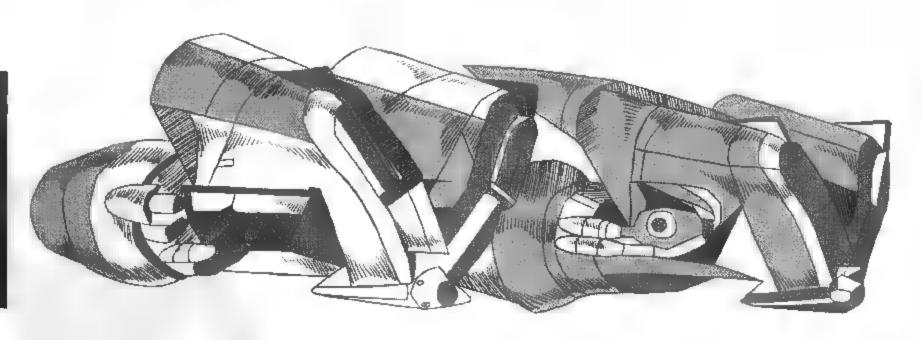


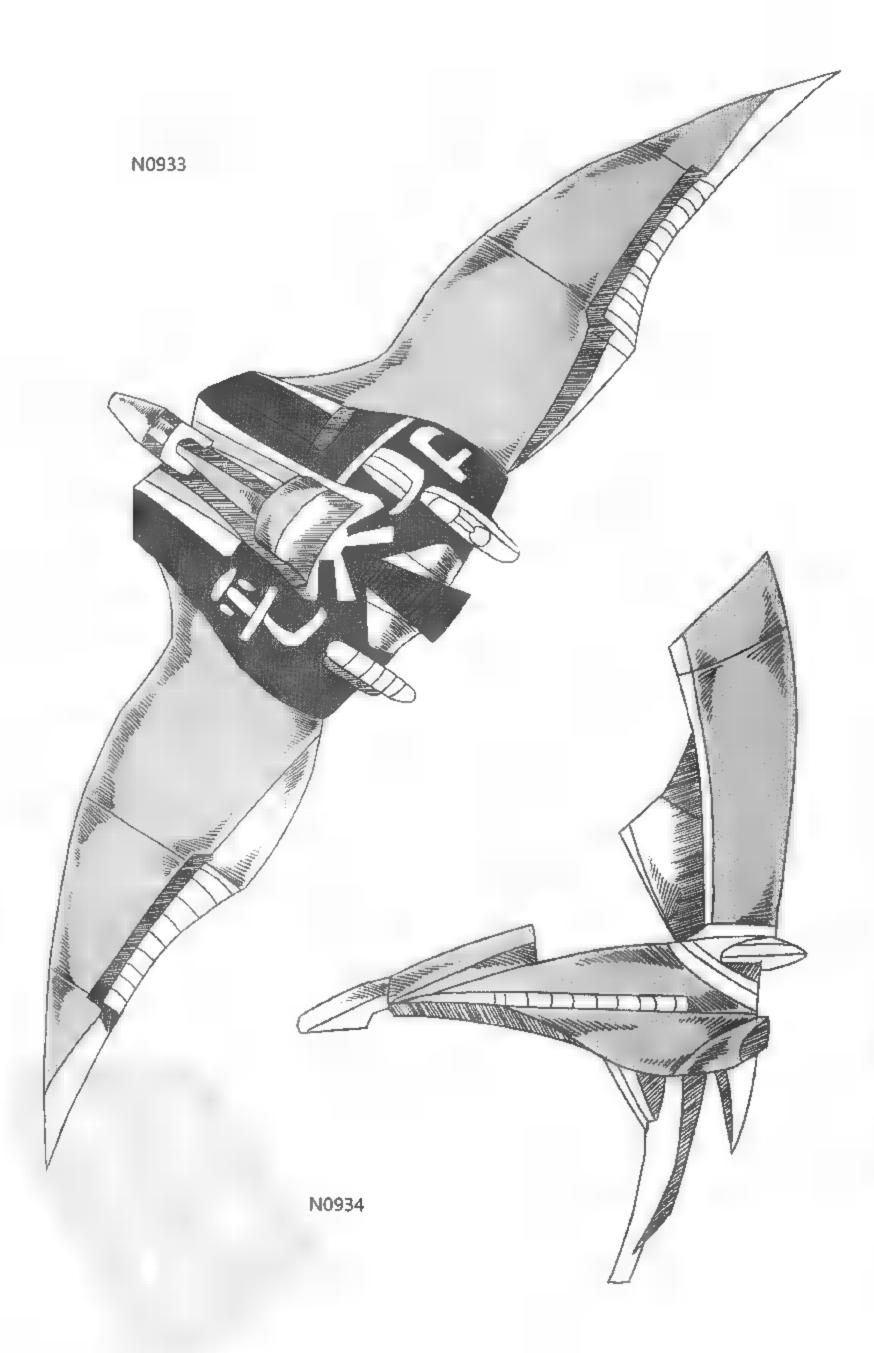


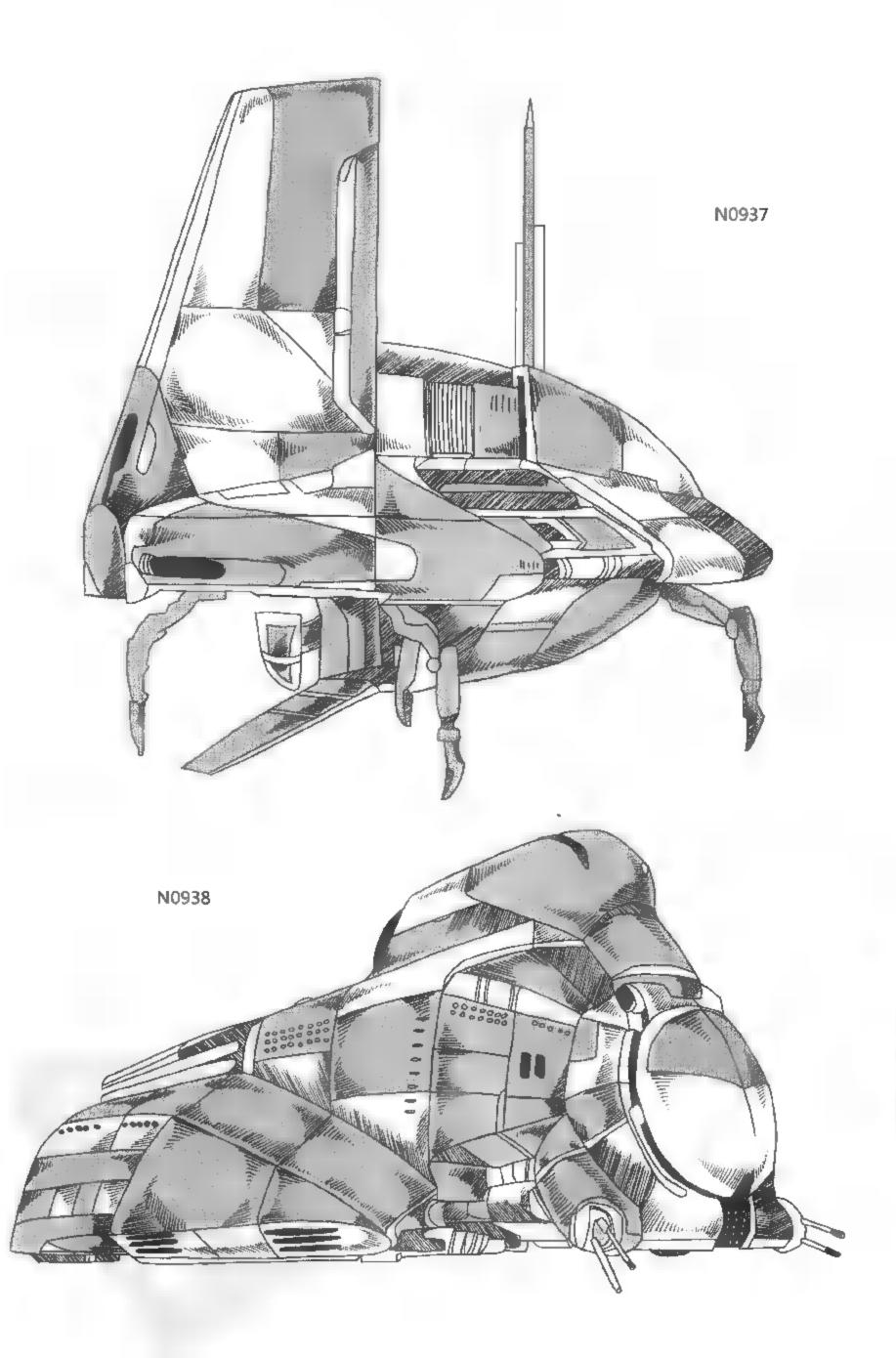
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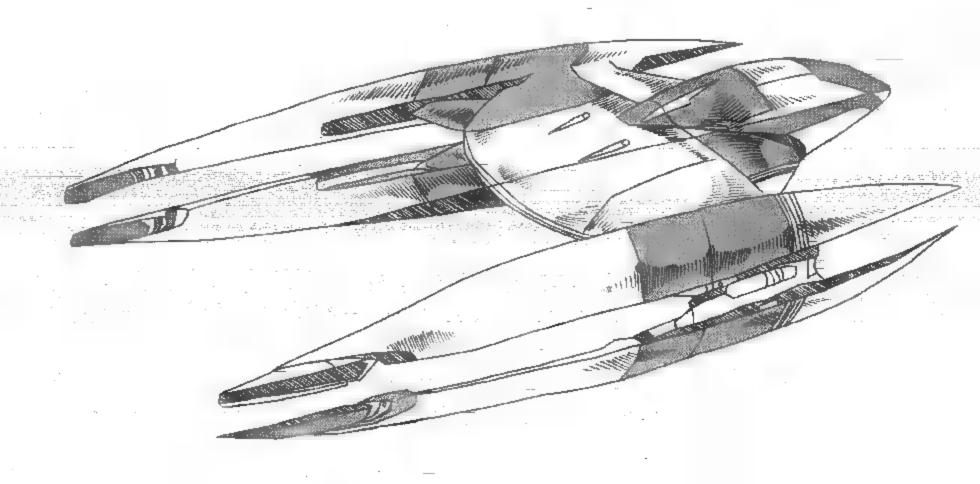
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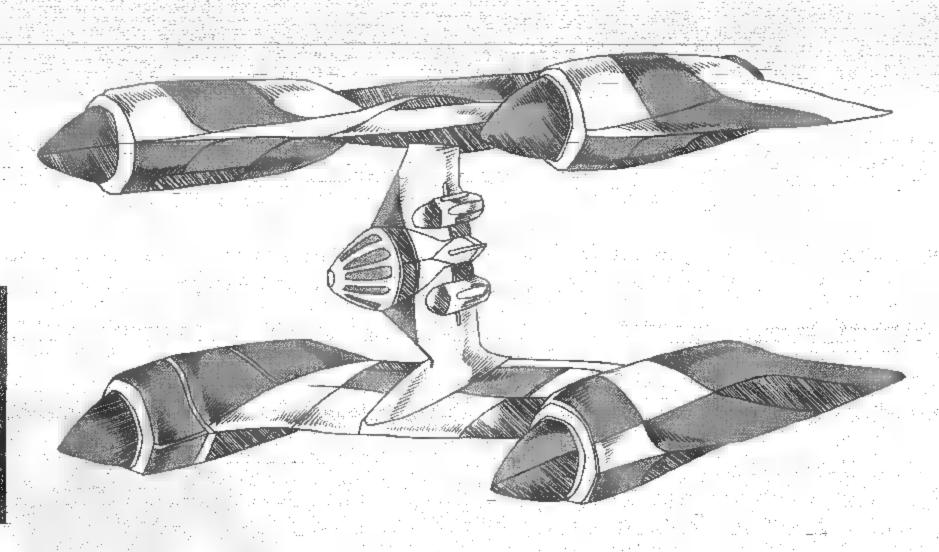


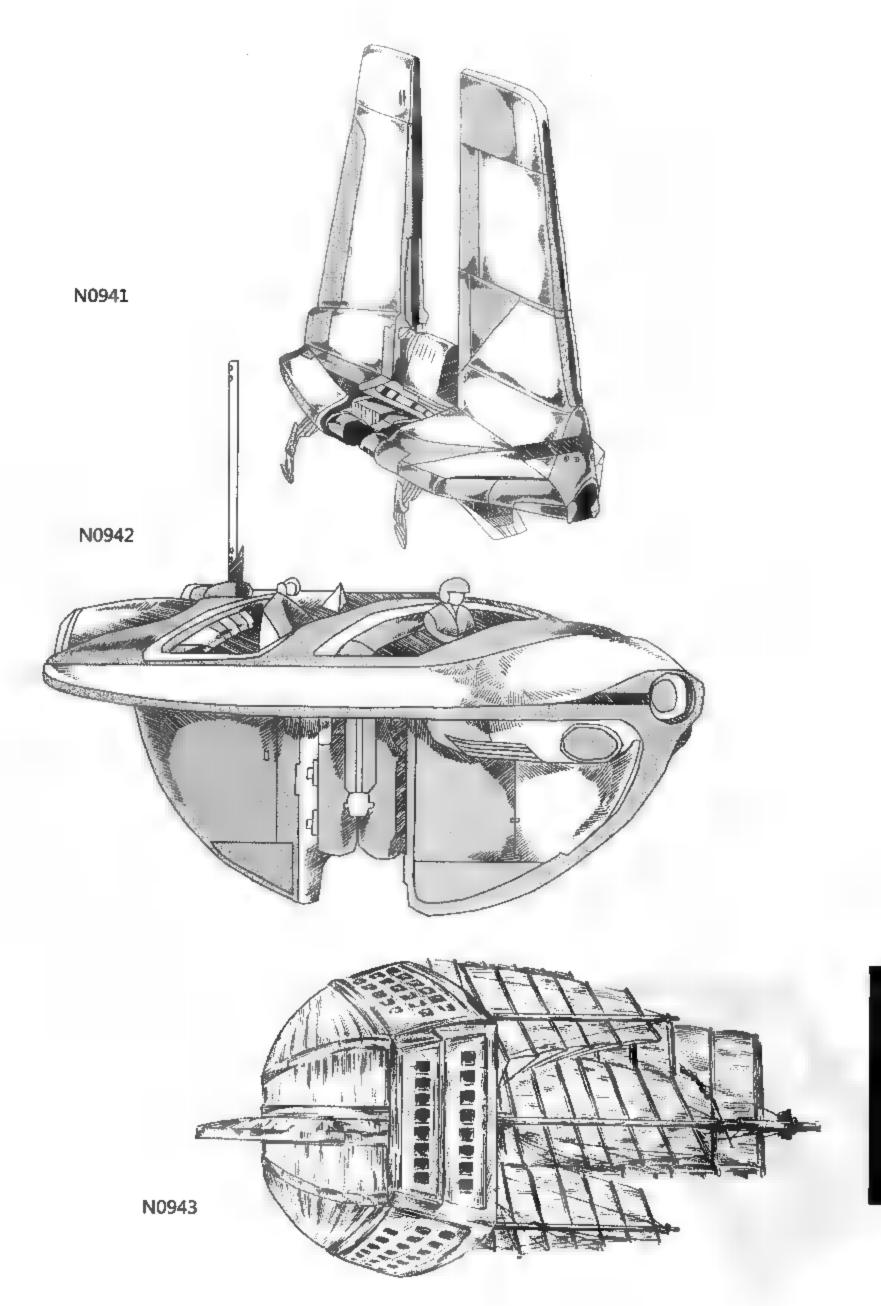


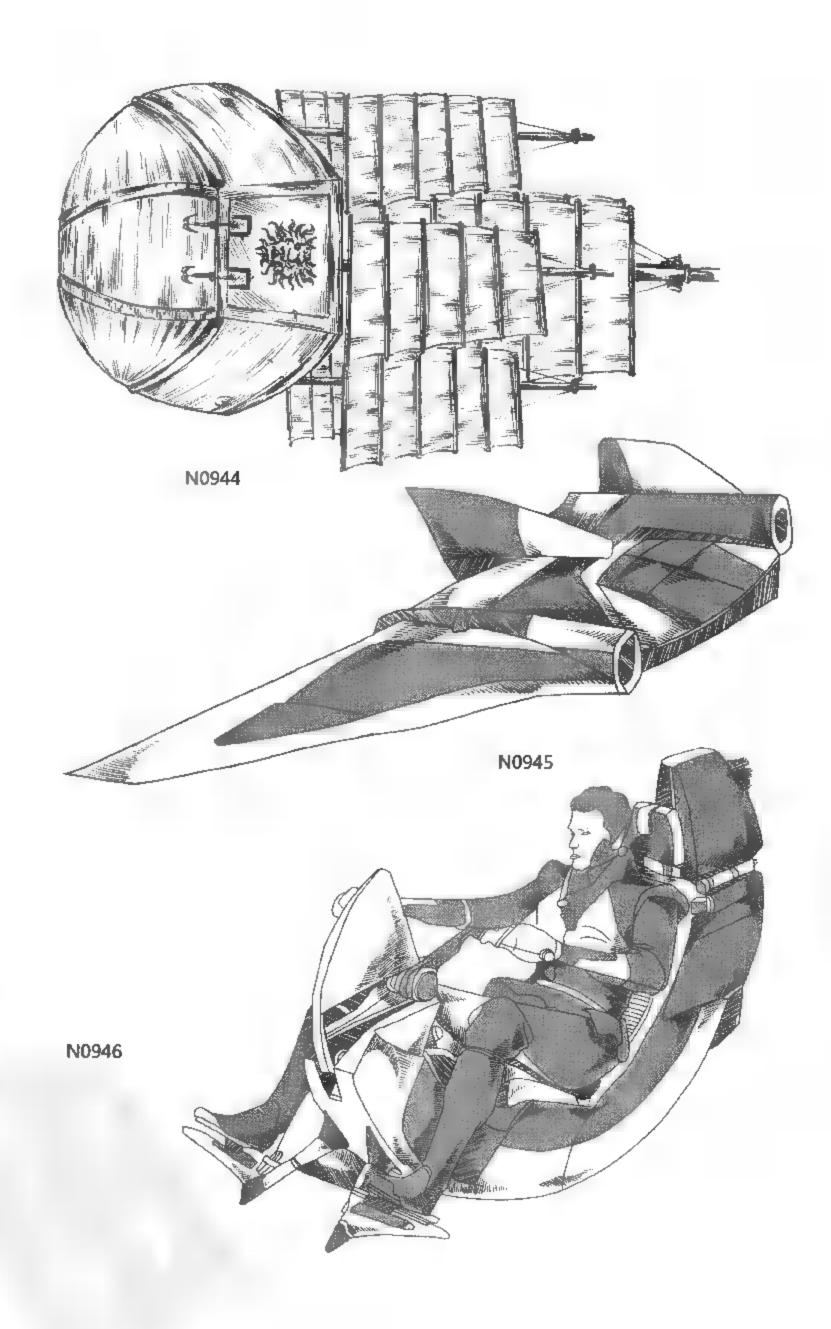




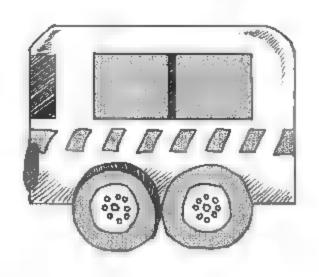
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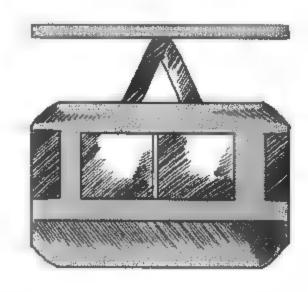




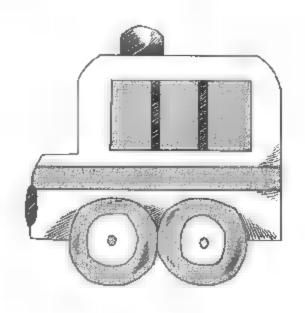




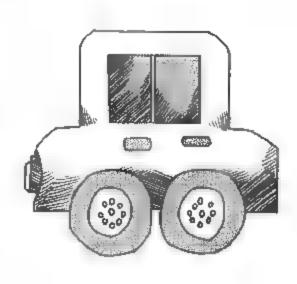
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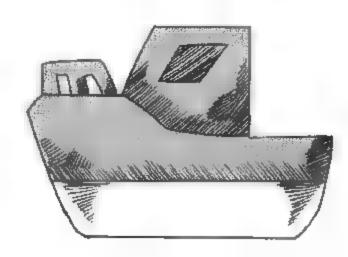
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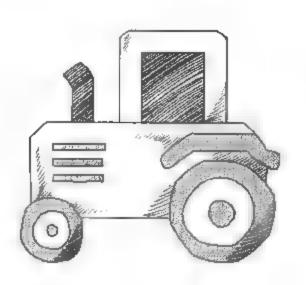
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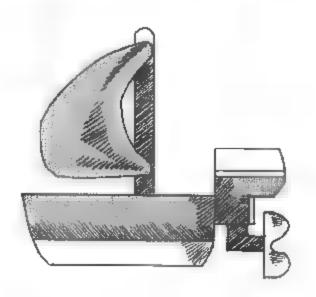
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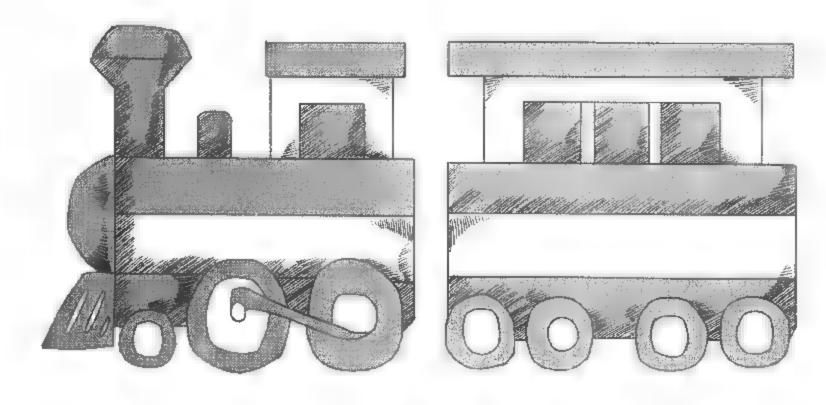
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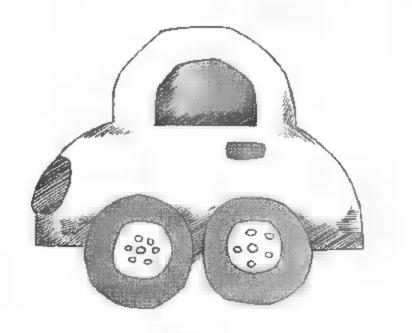
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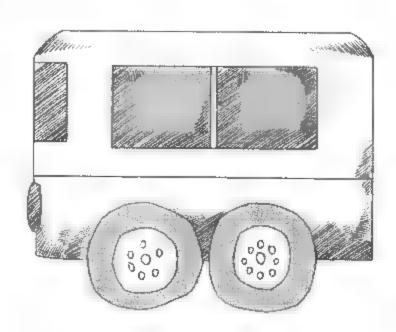
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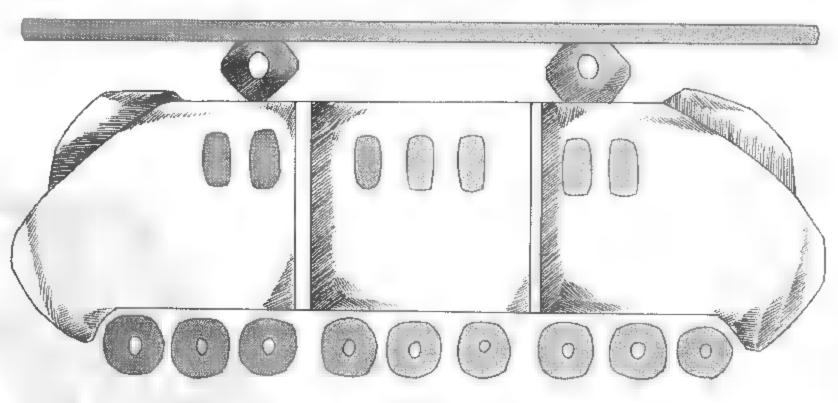
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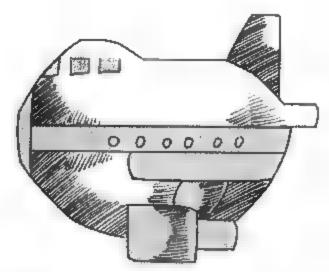




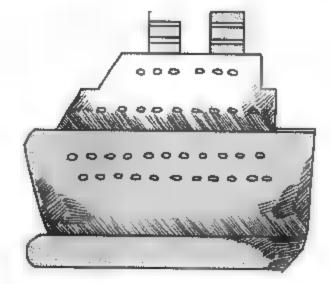


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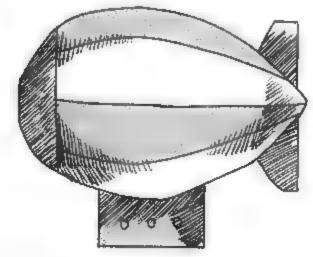




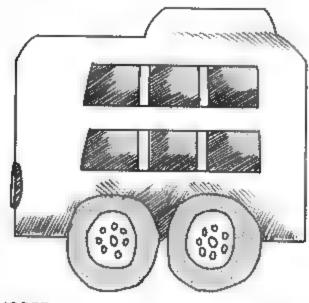
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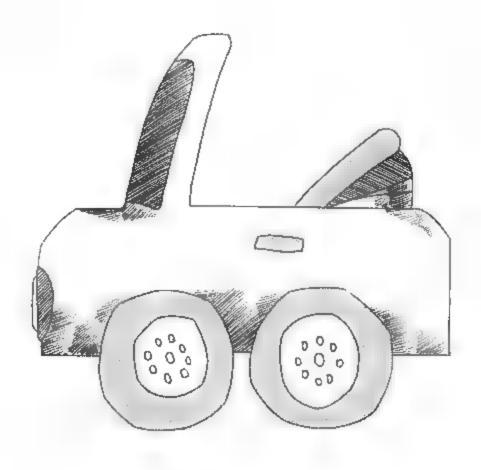
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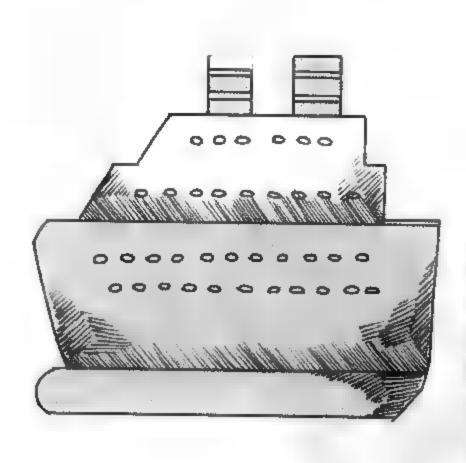
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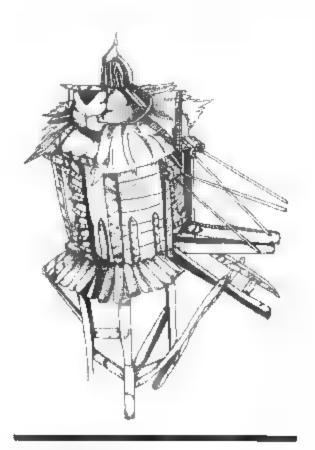
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N0964



建筑设施篇 Building facilities

本章简介

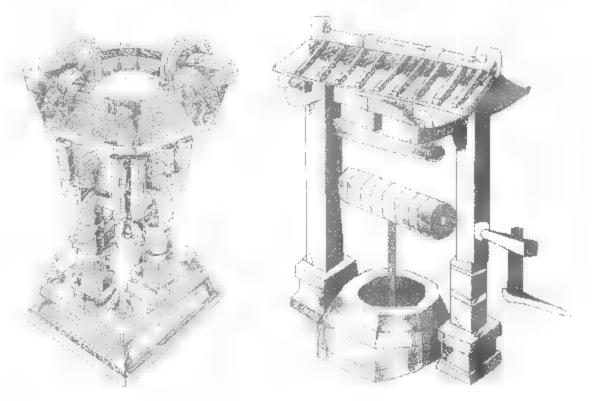
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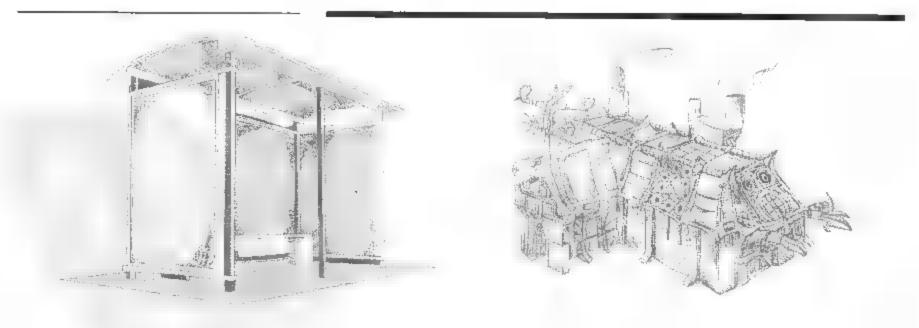
范例作品编号: N0965-N1074

内容要慮:建筑设施是任何动漫

作品中不可缺少的部分,本章我们来欣赏 一下这些常见的动漫

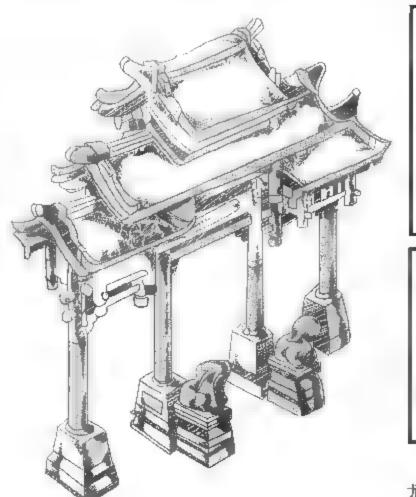
建筑设施。

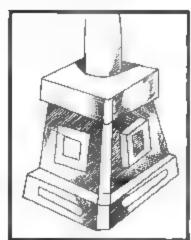


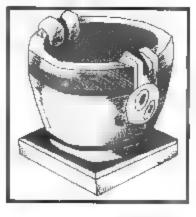


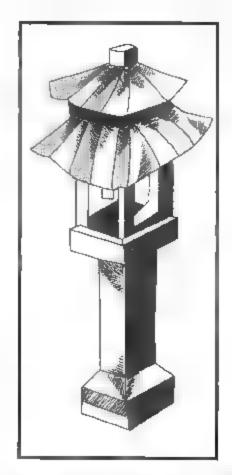
建筑设施绘制技法

动漫作品中的建筑设施大多取材于我们现实世界中的建筑,以现实建筑设施为蓝本,通过艺术绘画将写实的题材变化为动漫风格的建筑设施。



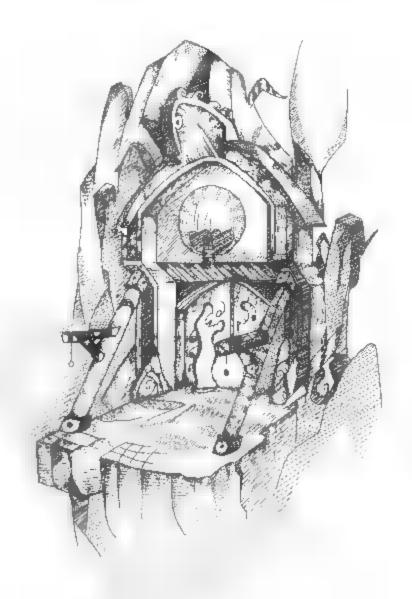


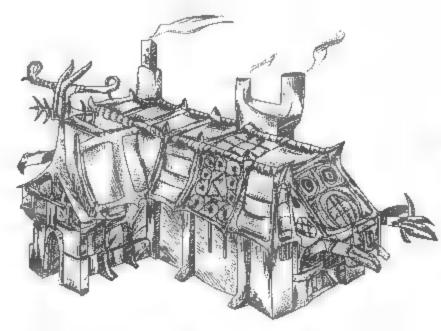




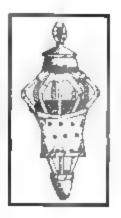
在绘制建筑设施时,一些比较小的细节处理不能偷工减料,尤其是离画面越近的物体,我们更要绘制清楚,不能马虎。

在绘制大型的建筑设施之前,我们不仅要想好建筑的细节,还要首先确定建筑物的透视关系,只有正确的透视关系,才能确保我们绘制出的作品正确无误。

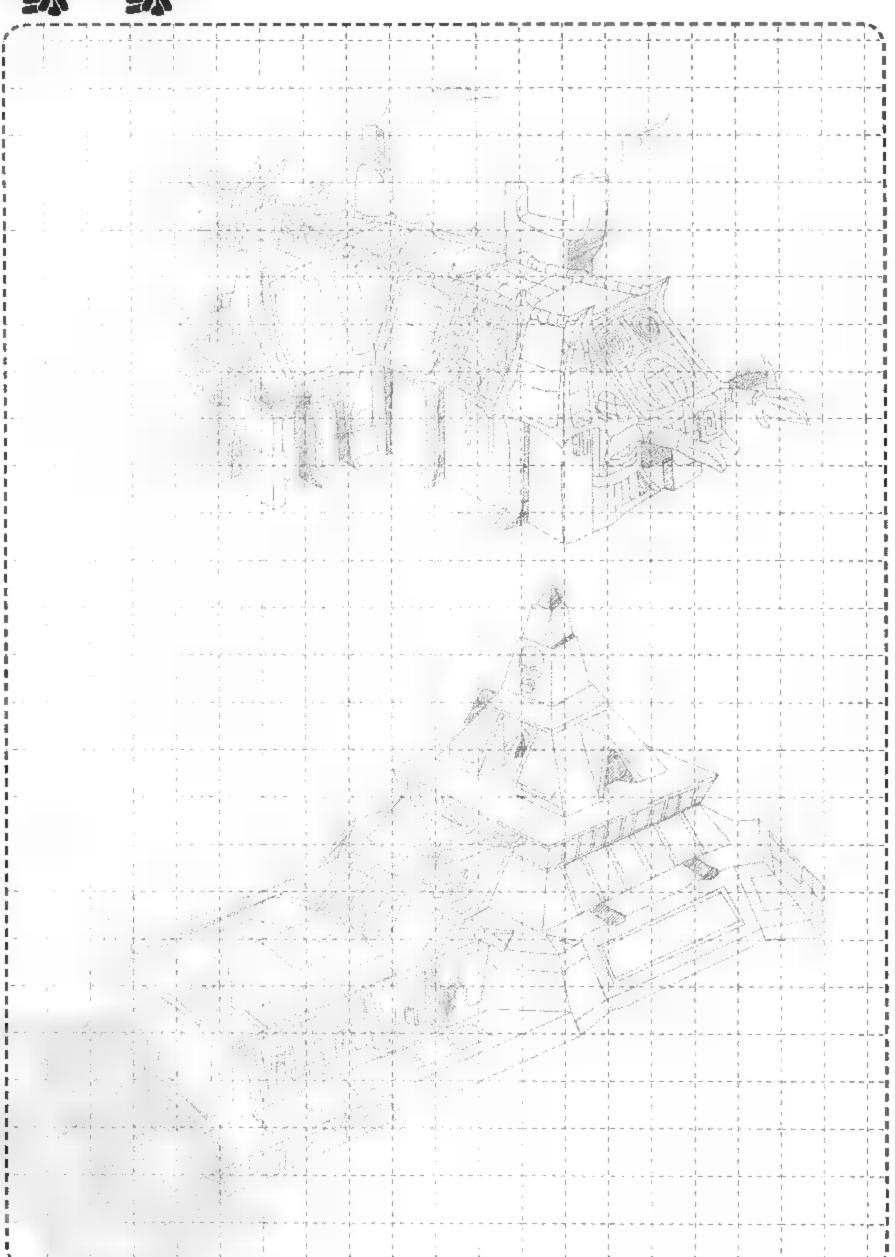




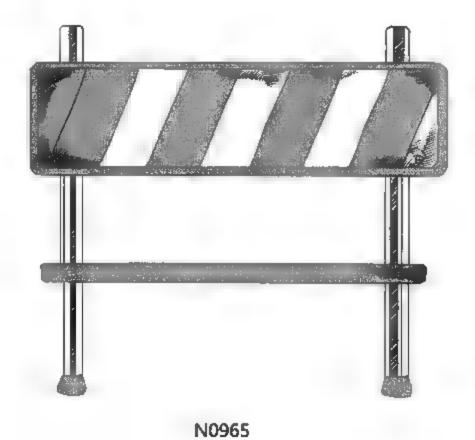


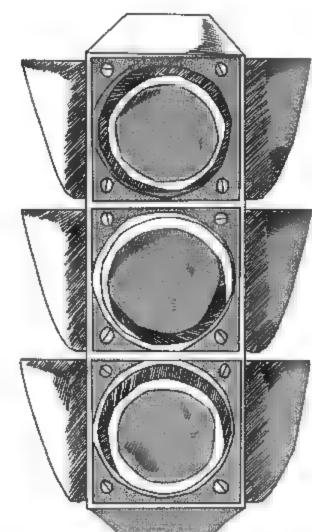


小型设施可以为建筑 场景添加一些细节,同时 让建筑设施更丰富。







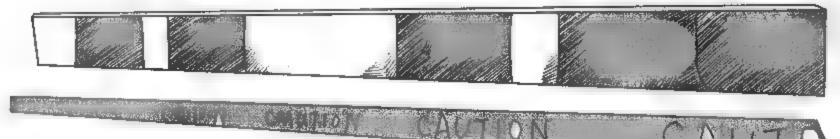




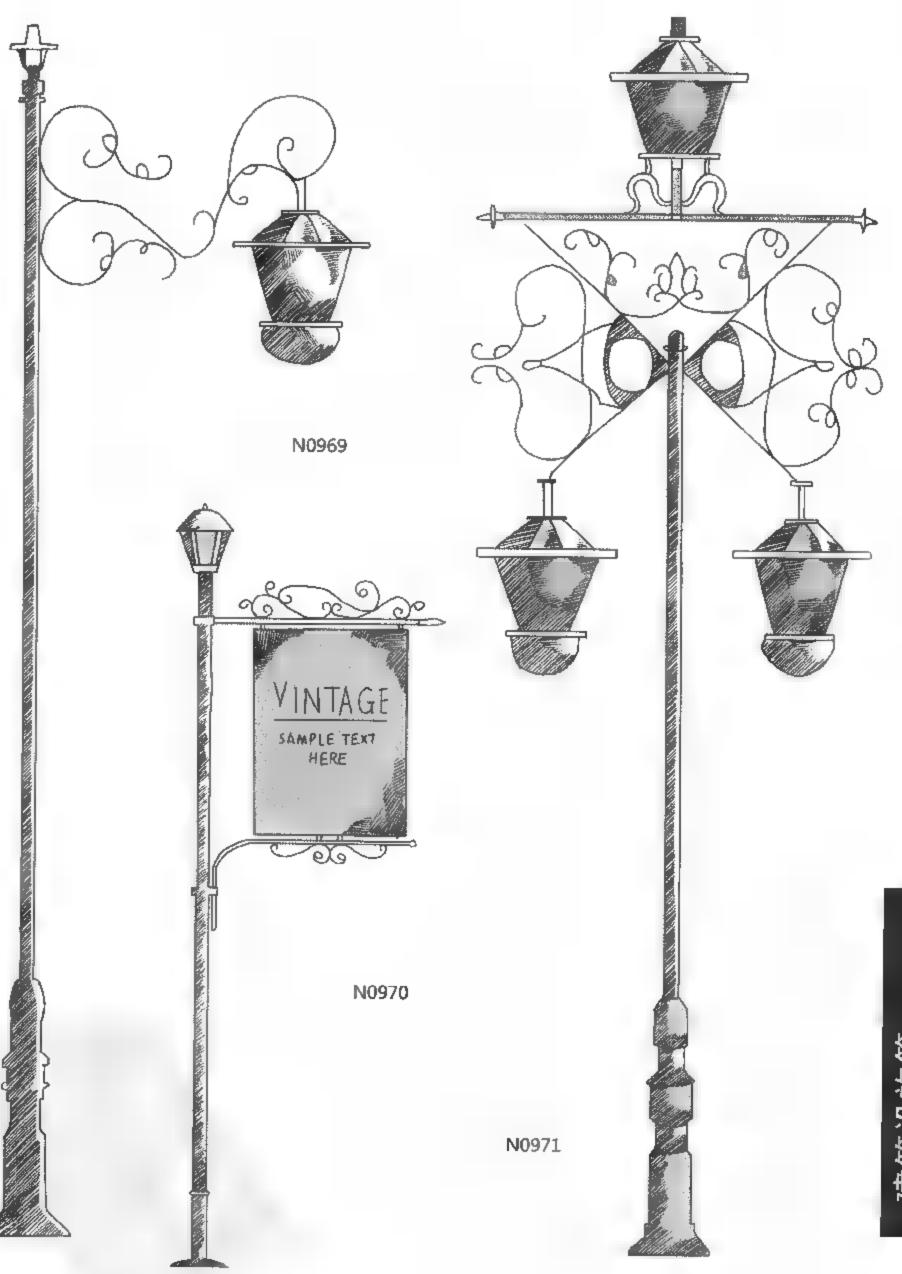


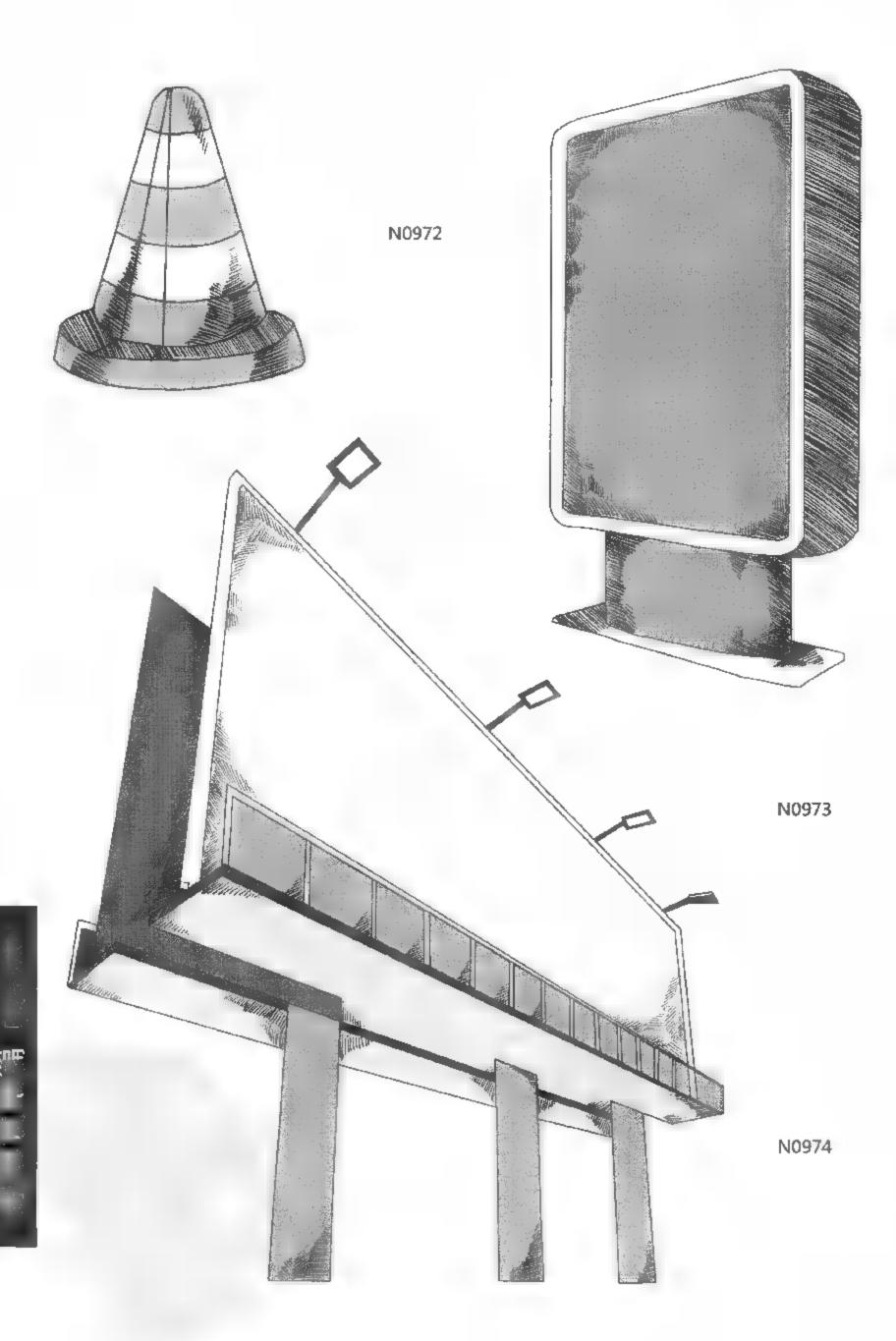
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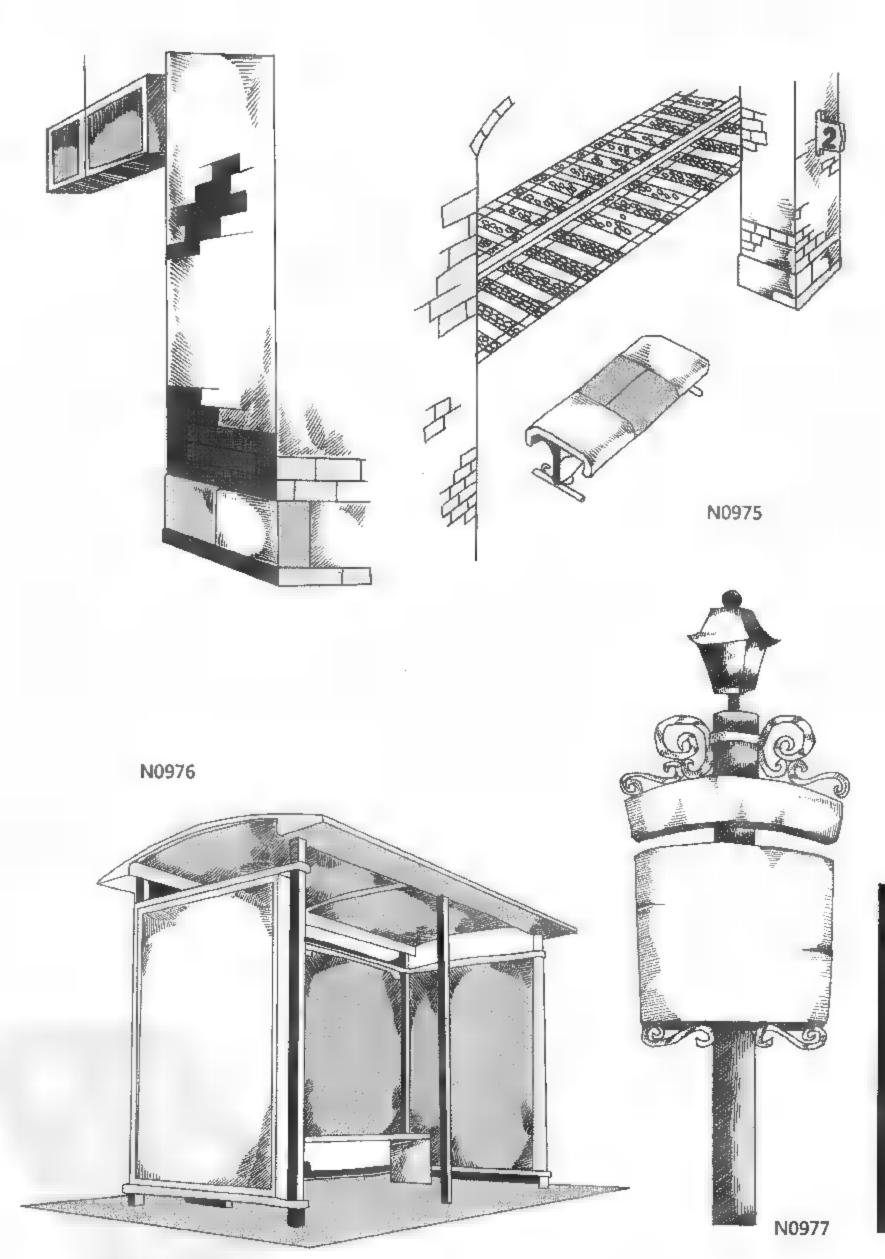


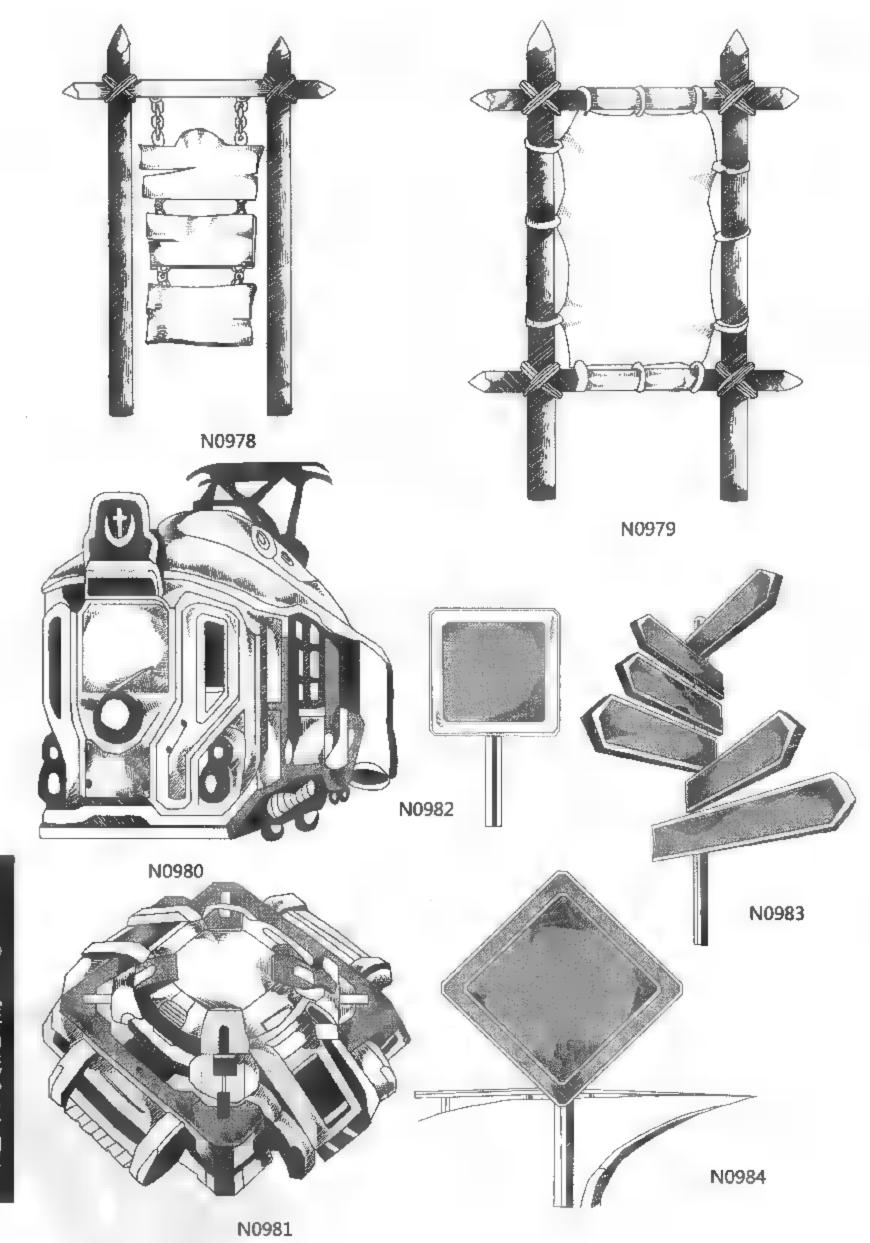


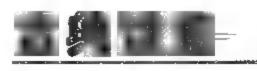
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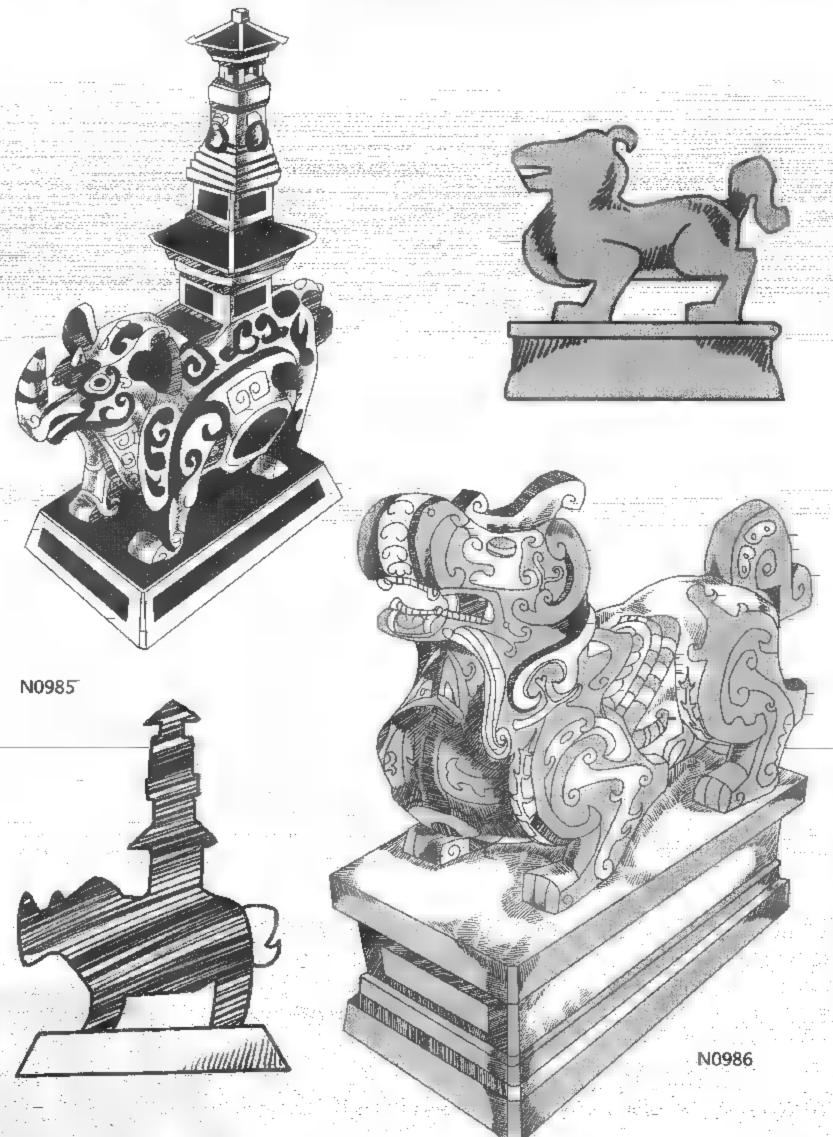


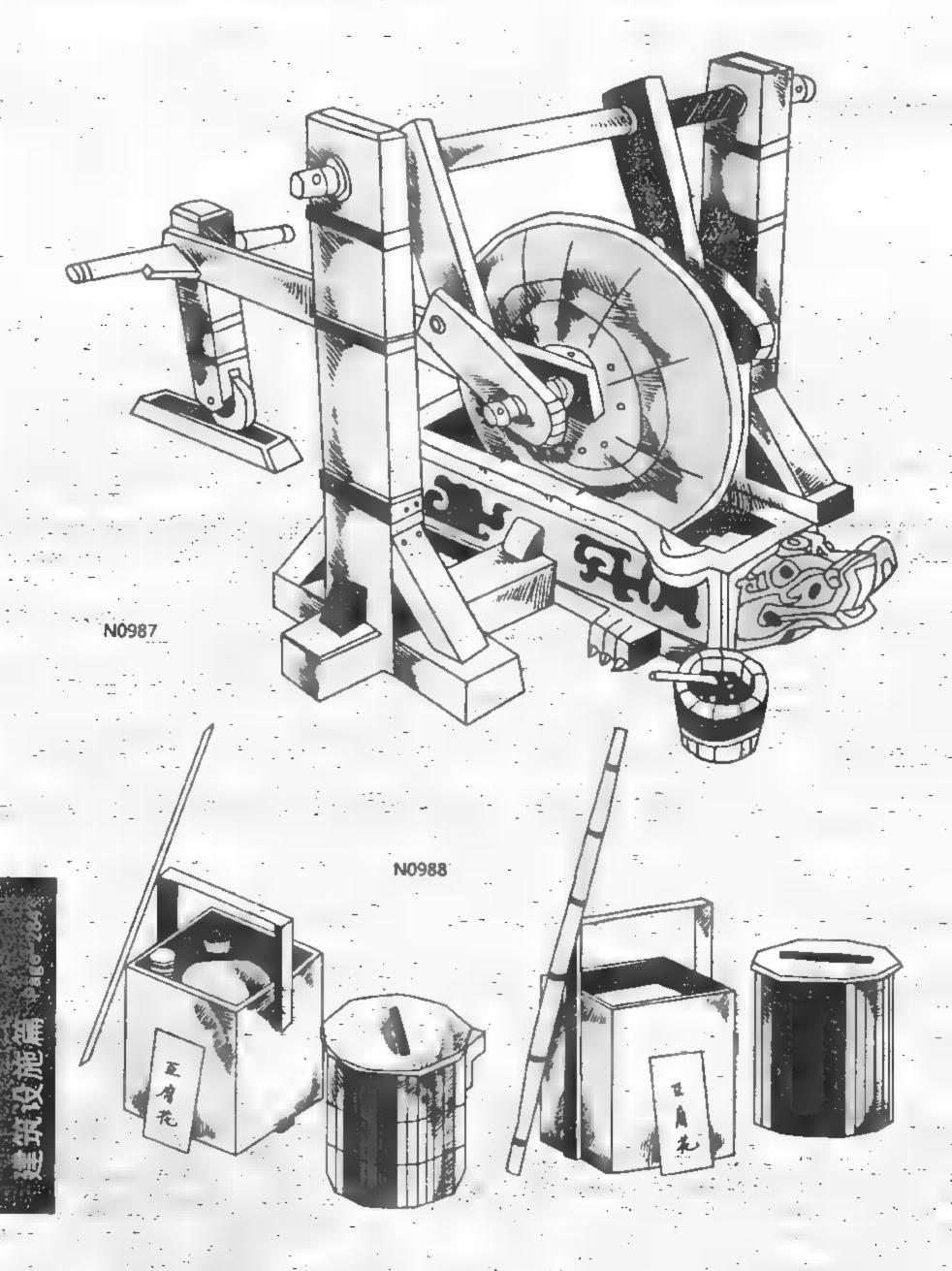


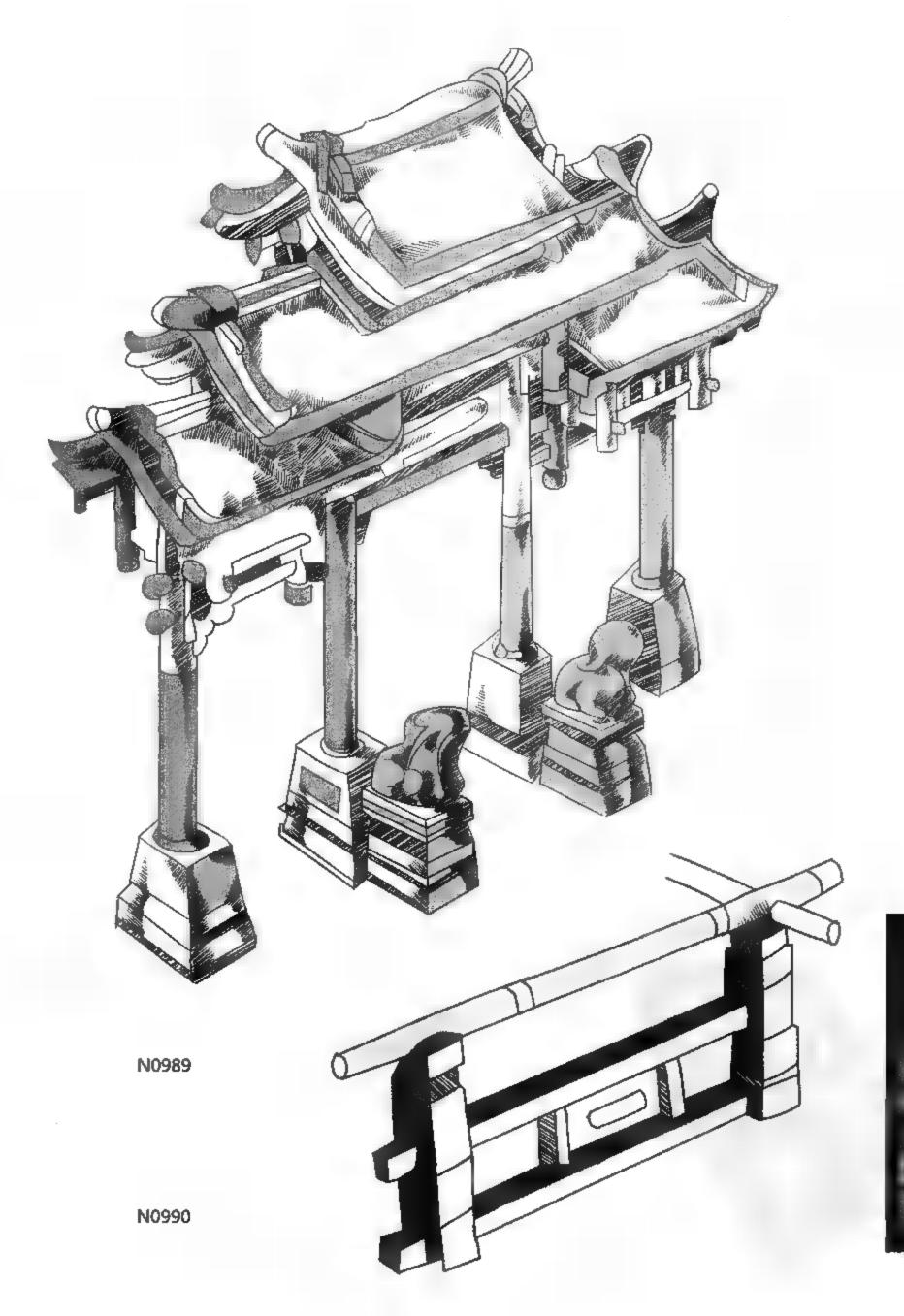


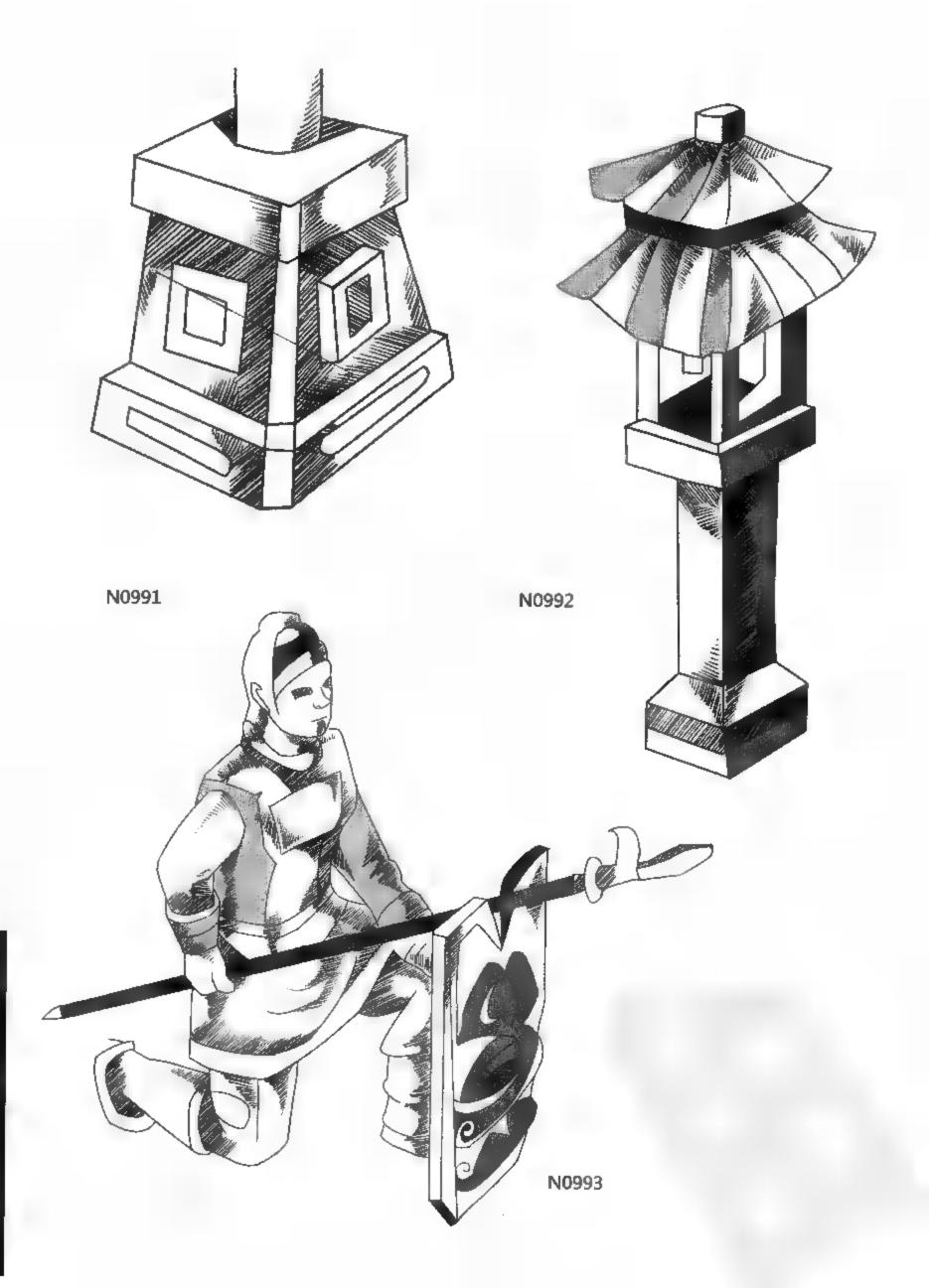


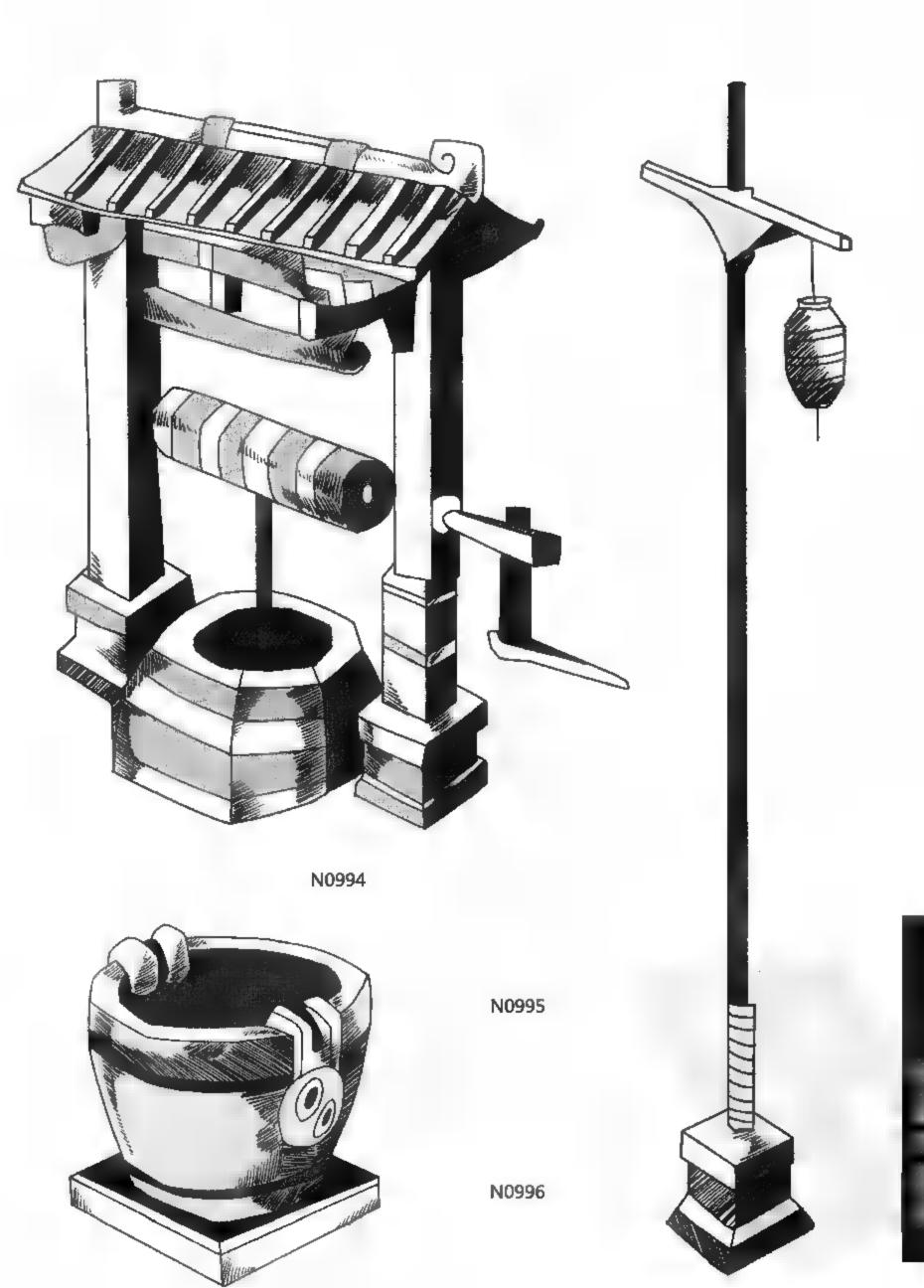
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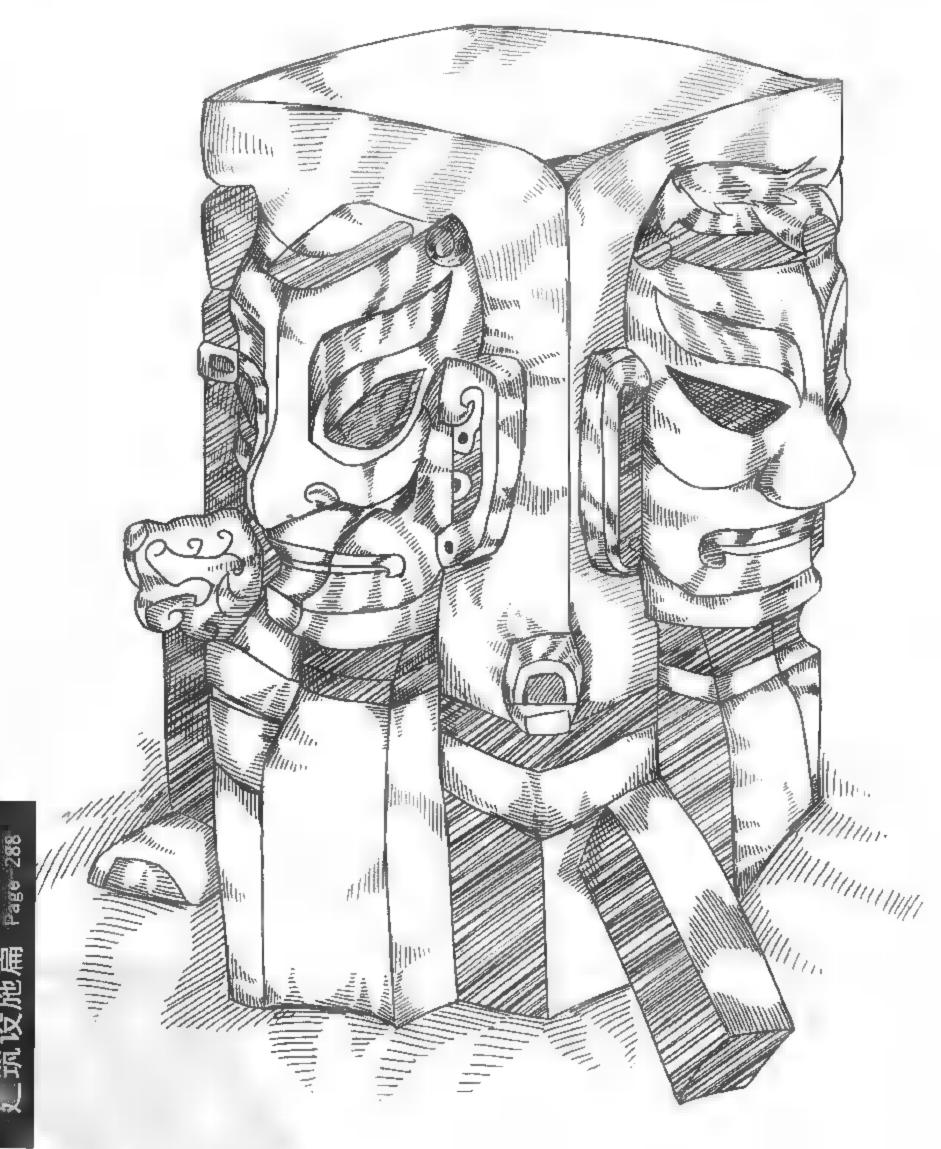






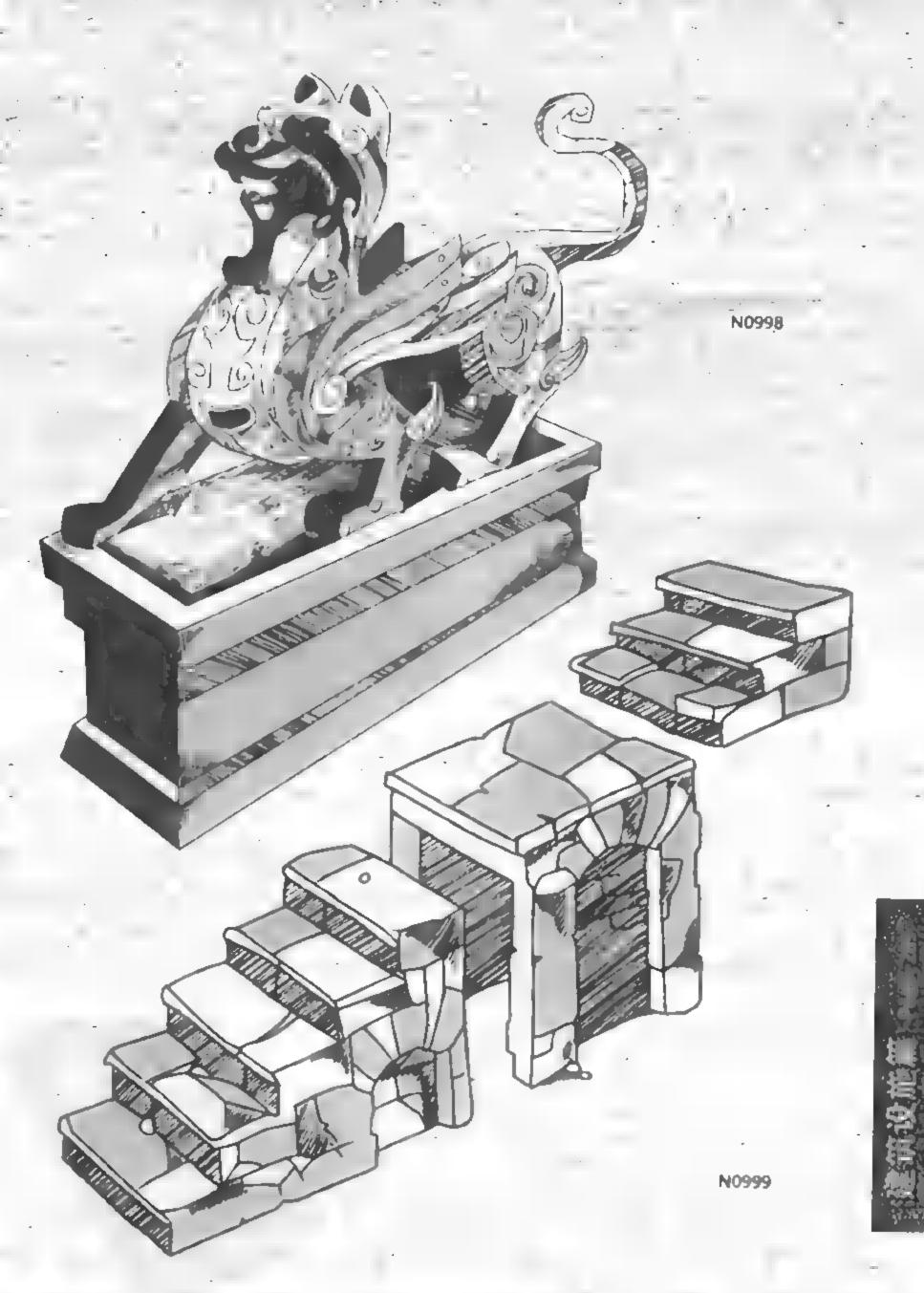


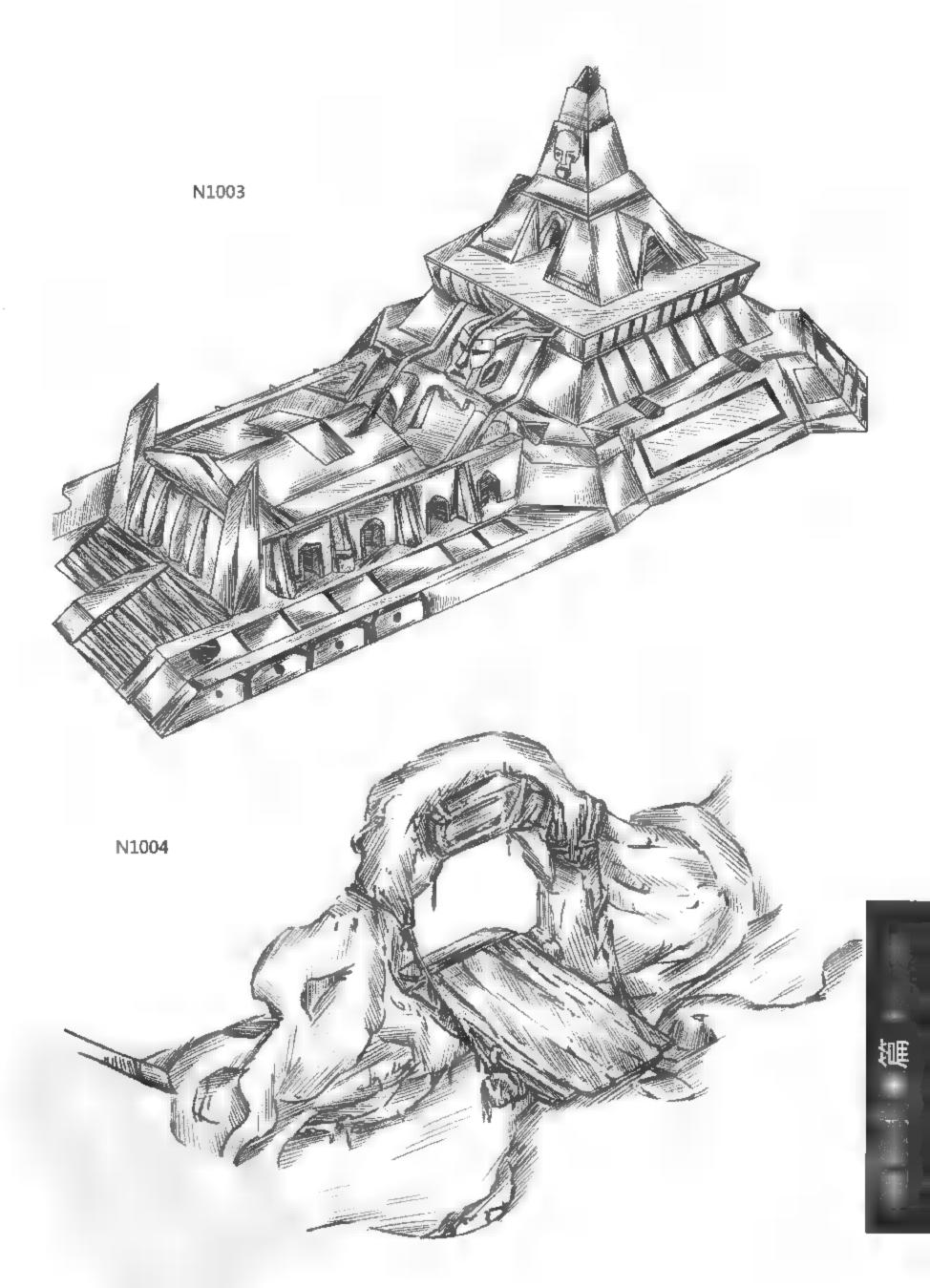


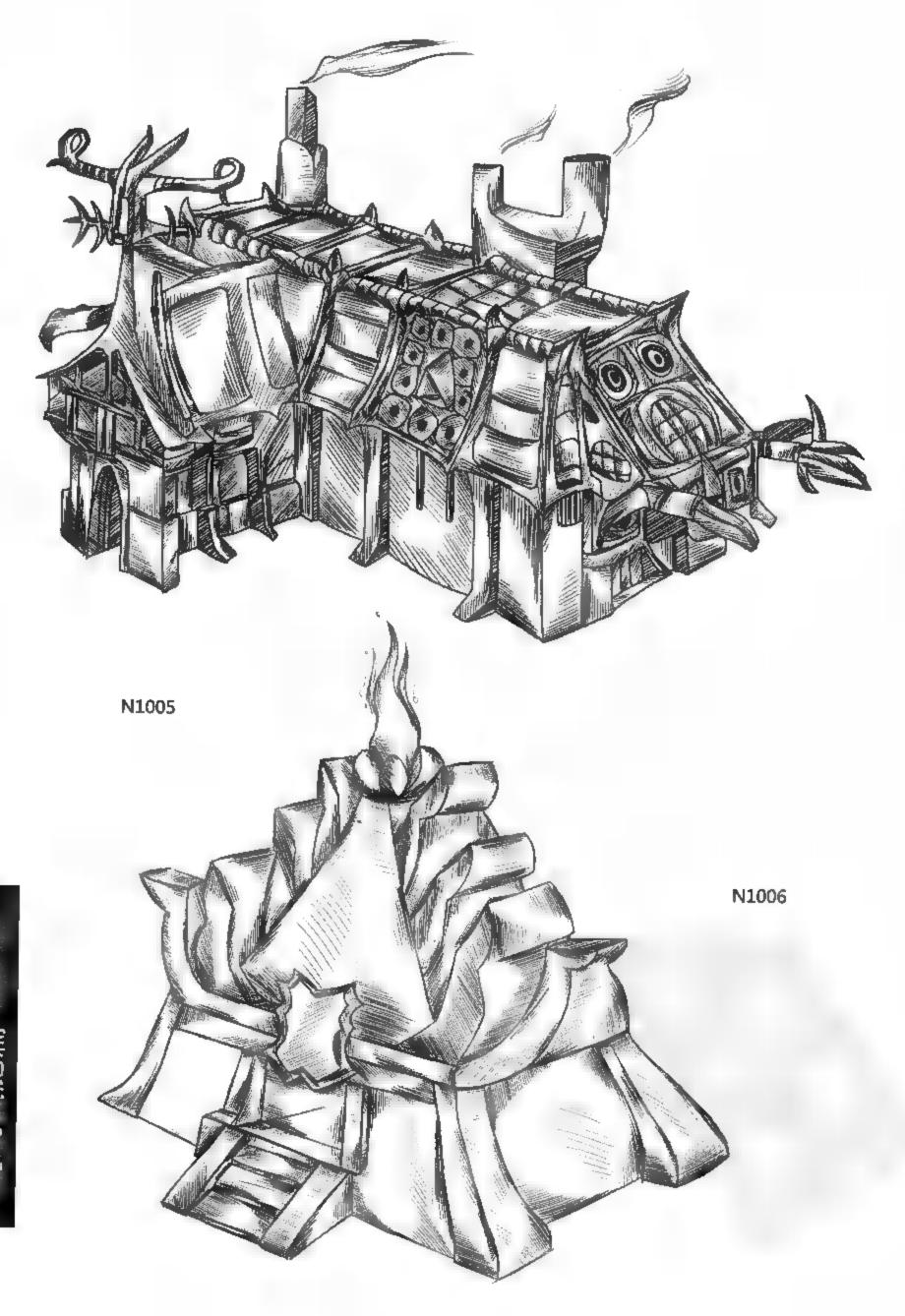


页数/Page: 288-308

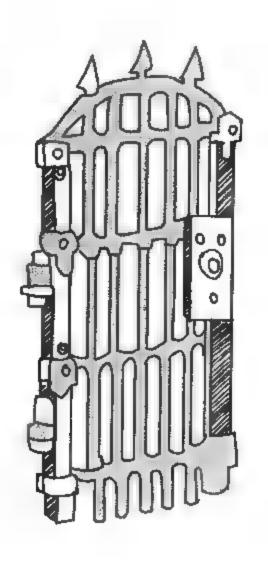
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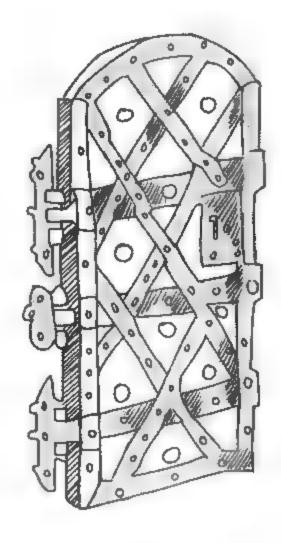


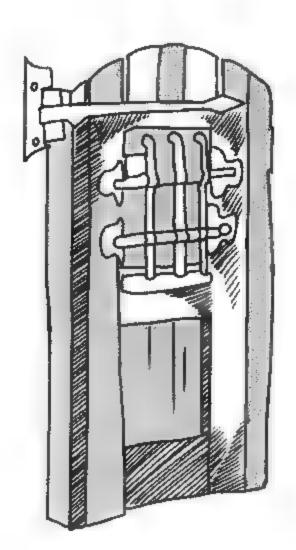




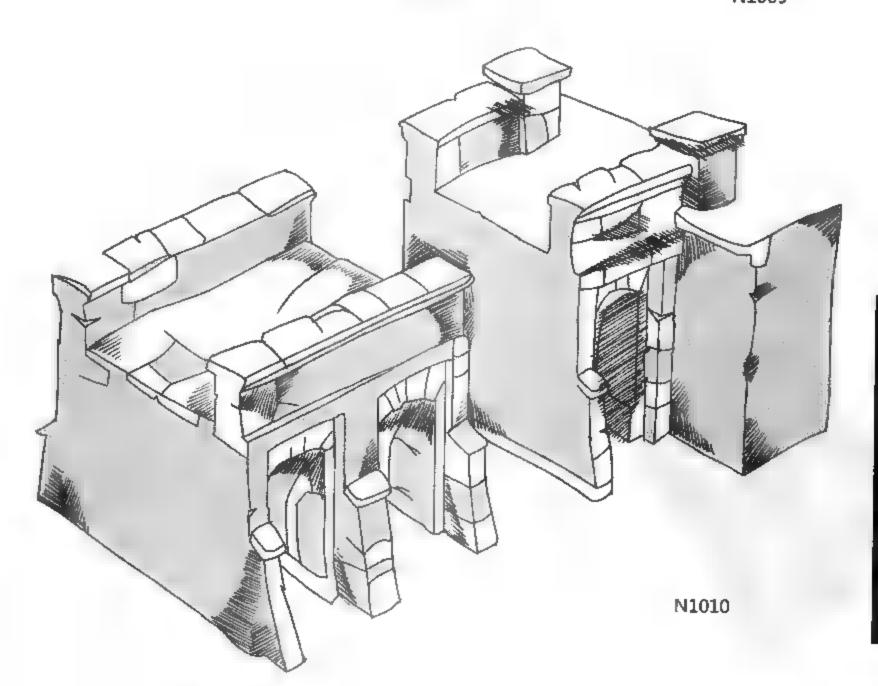


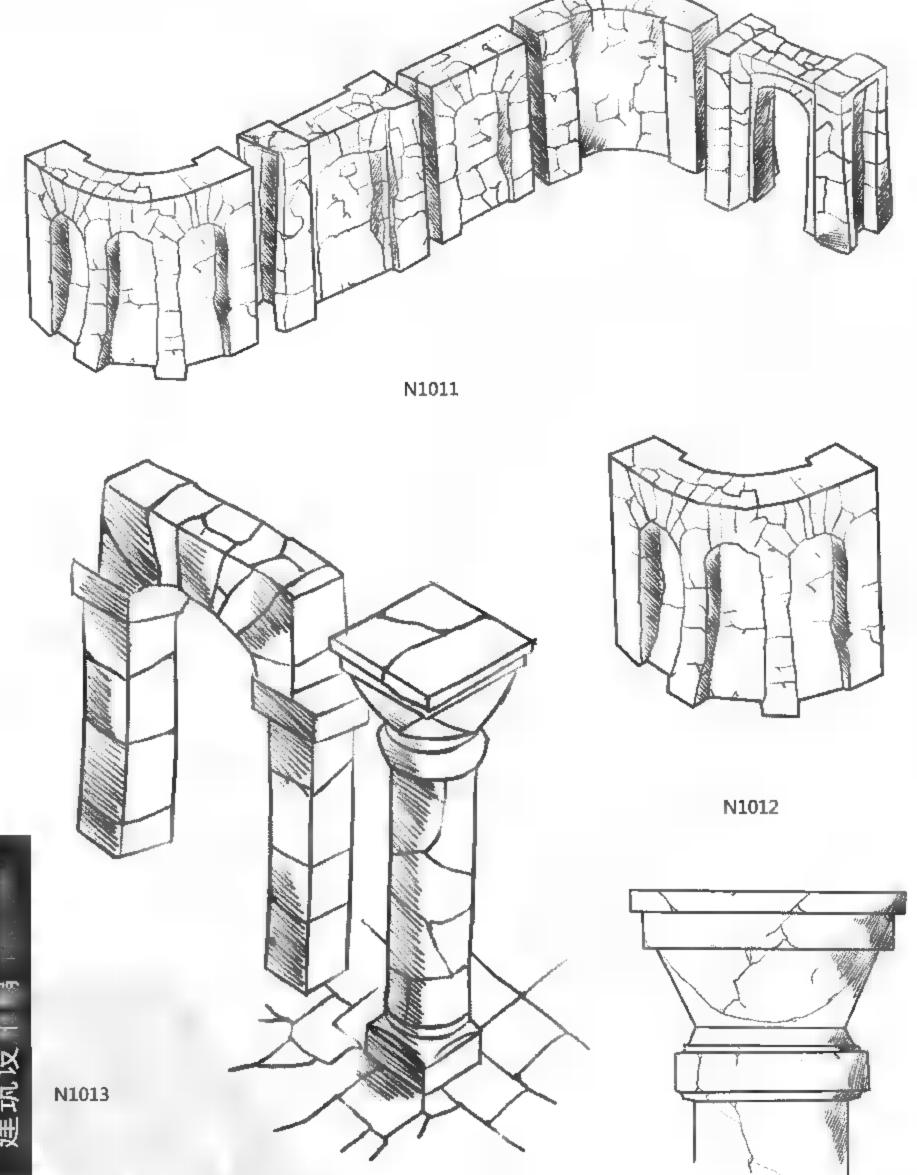


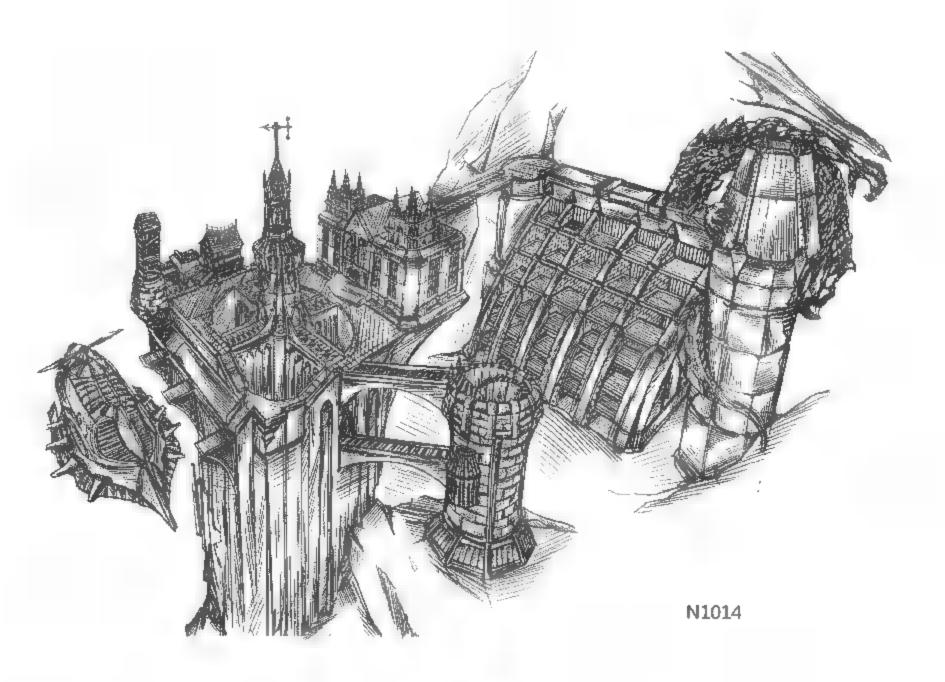


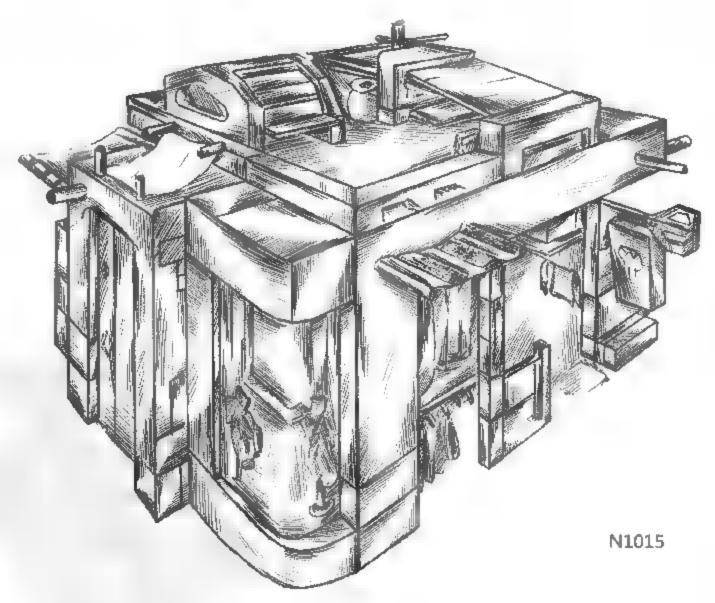


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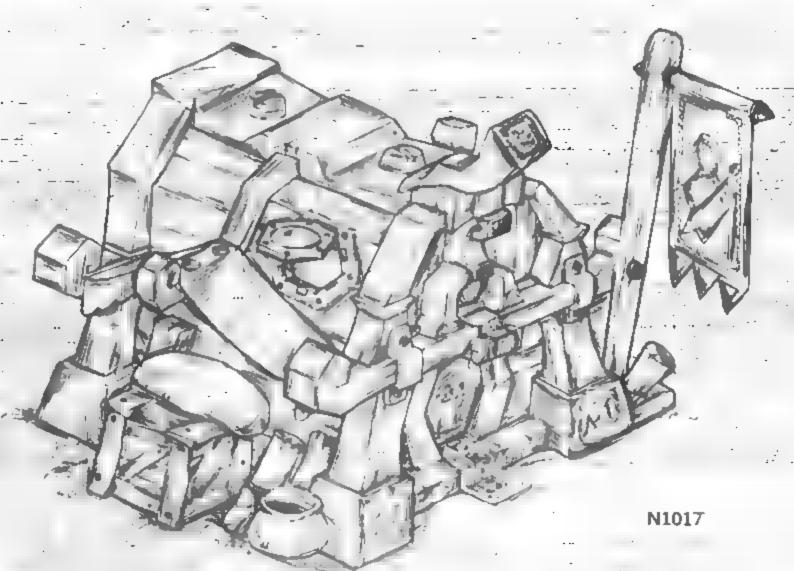


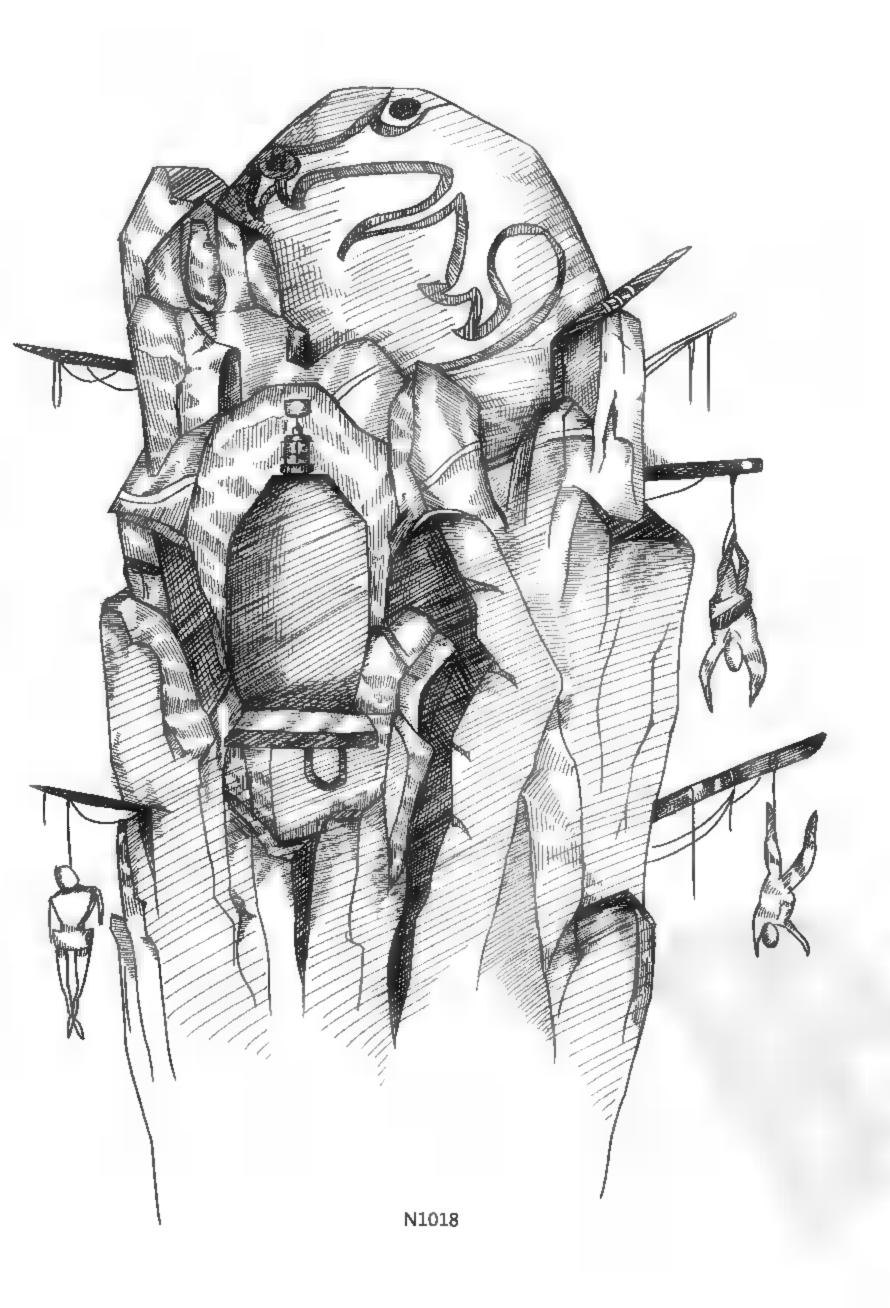


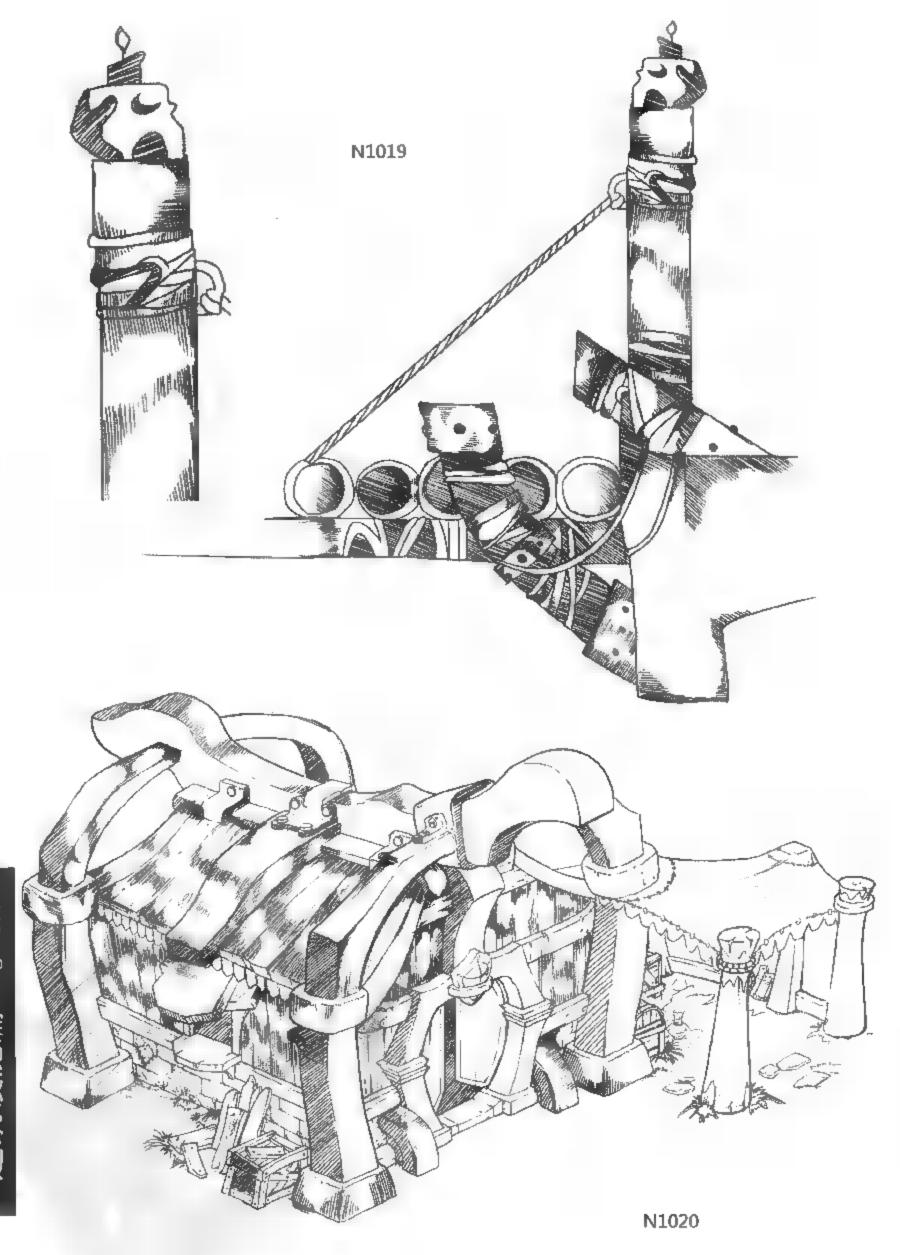


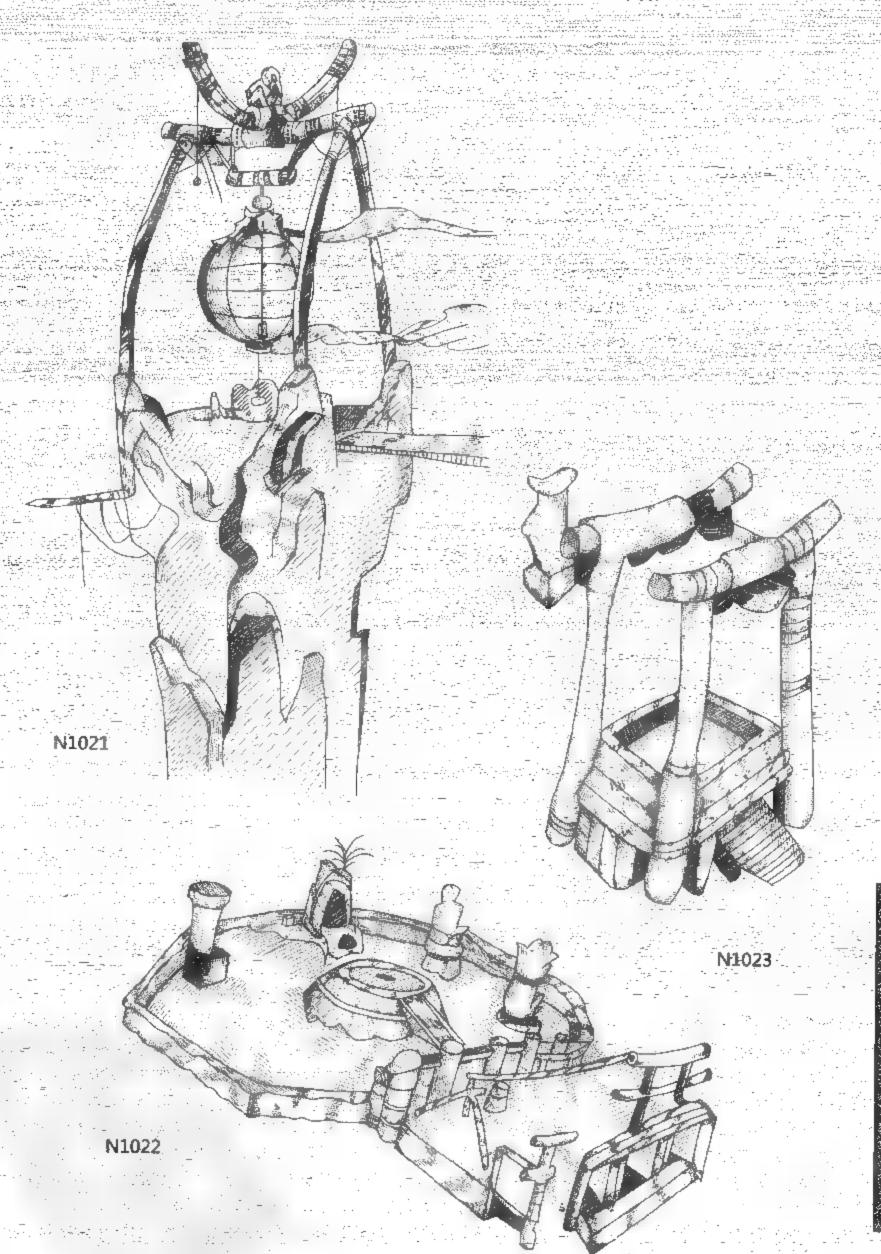


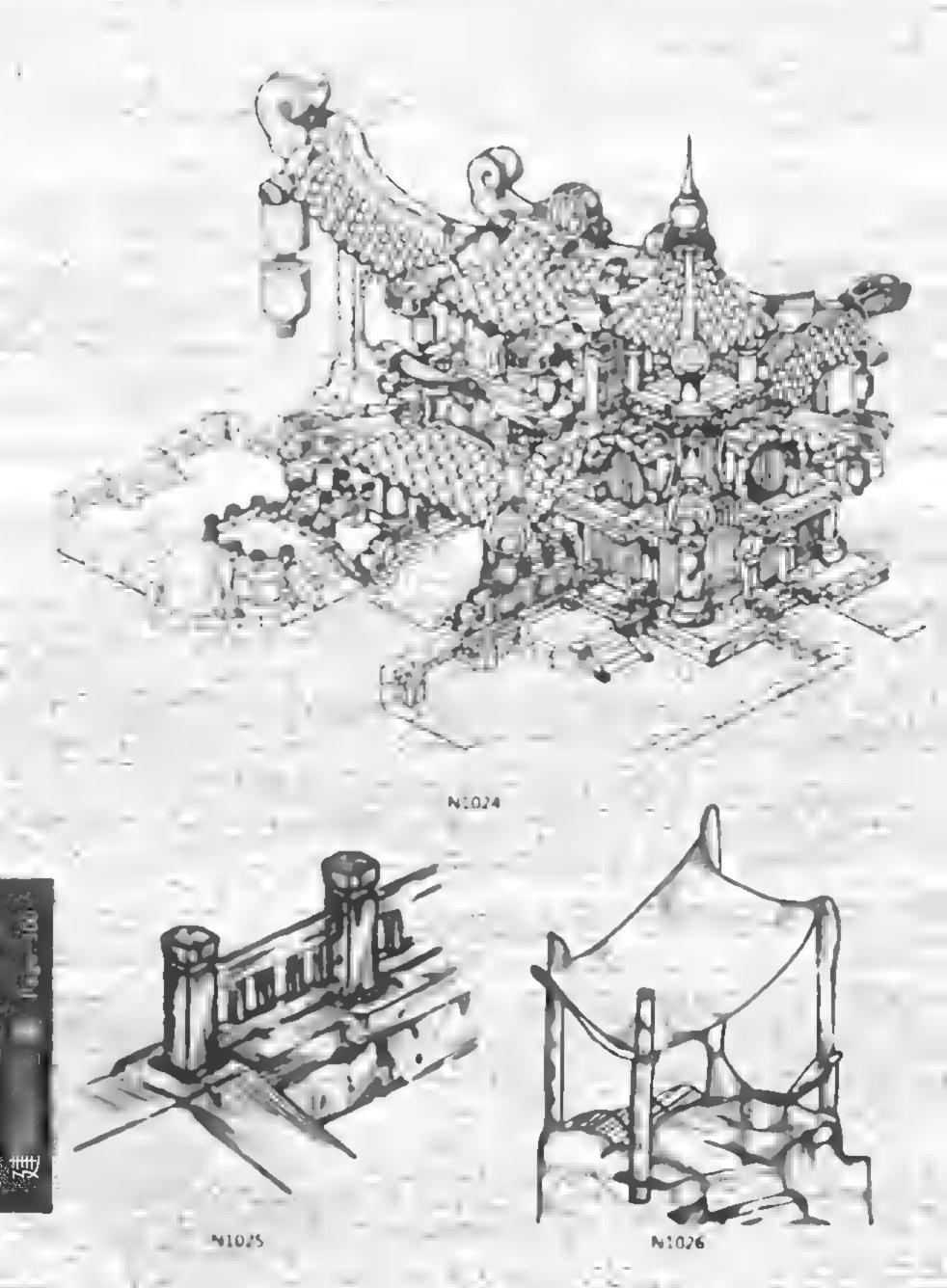


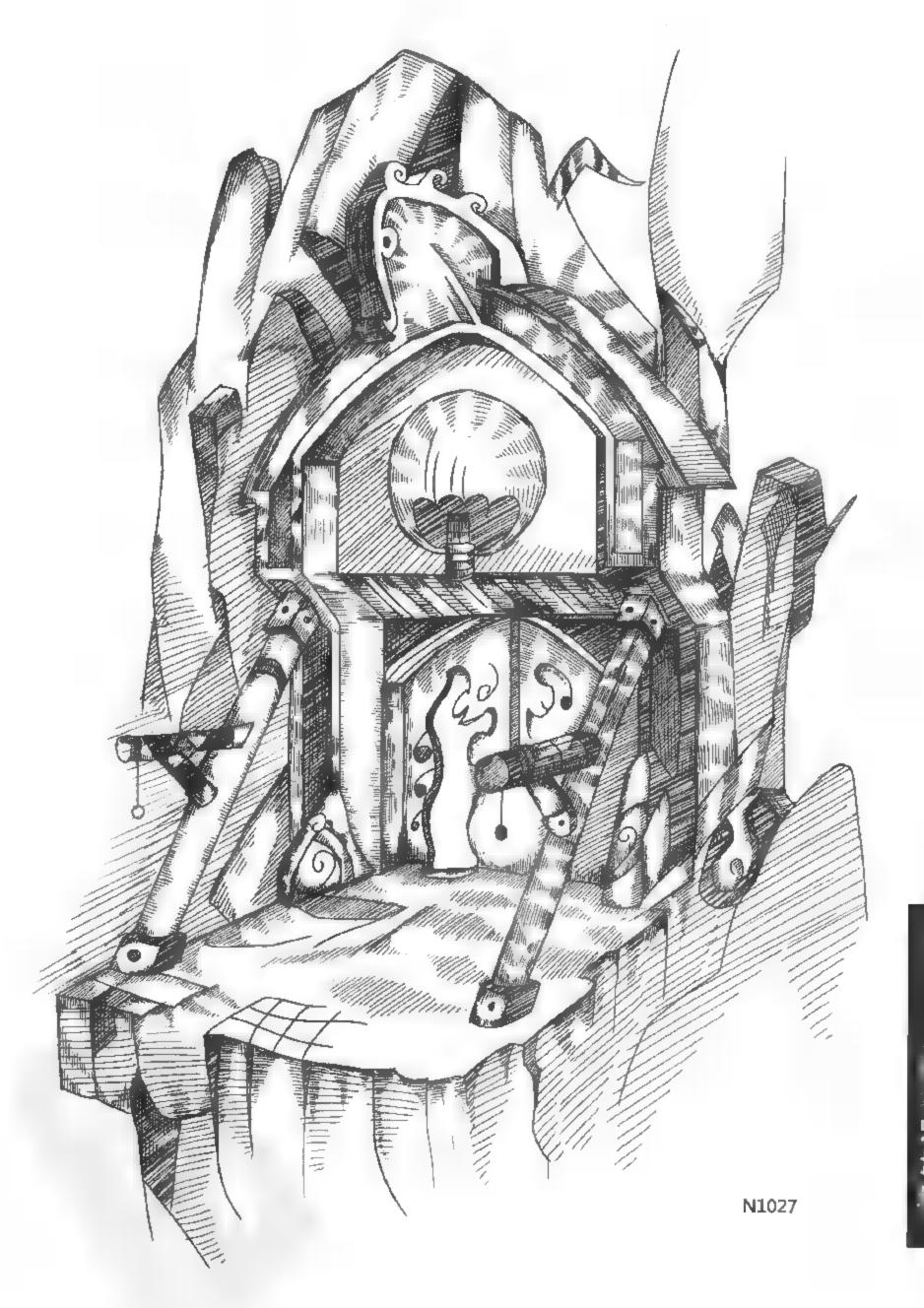


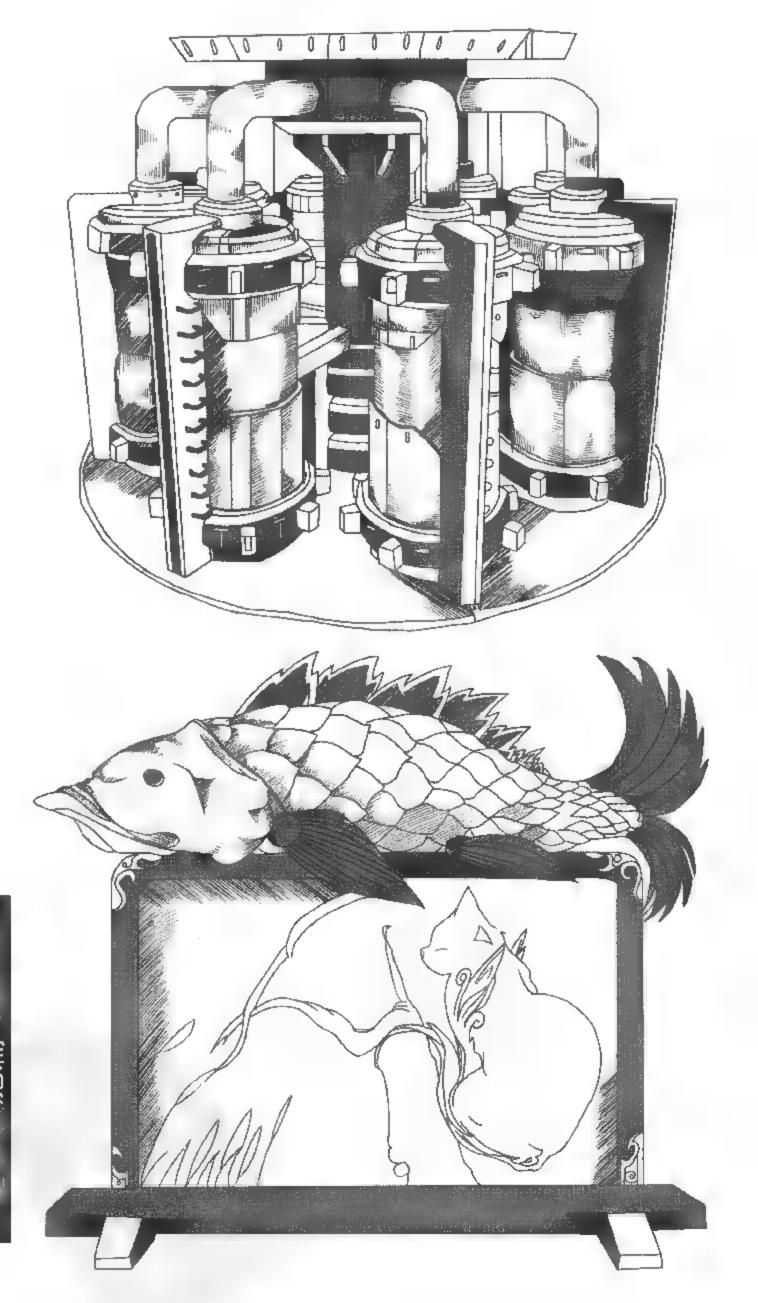






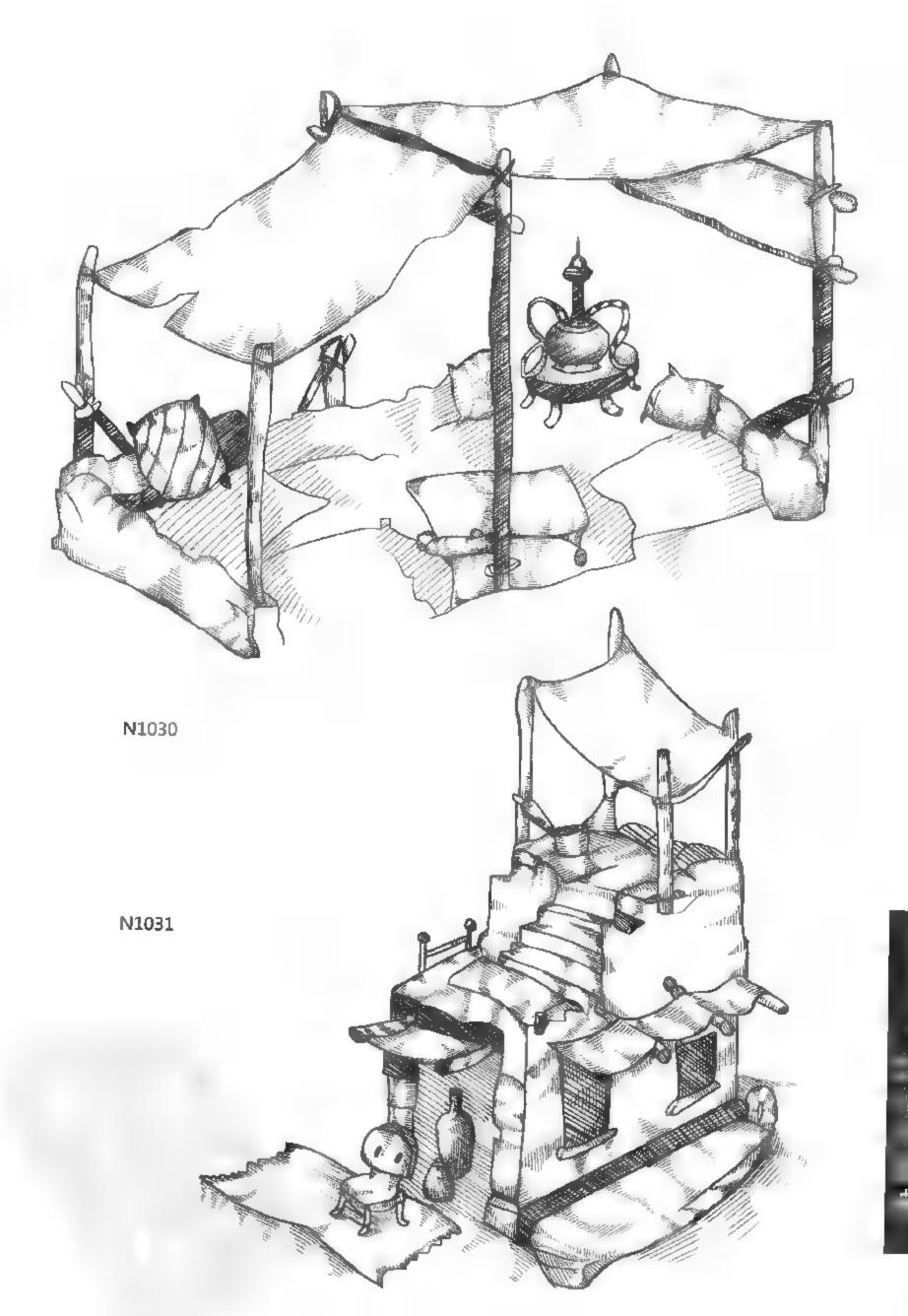


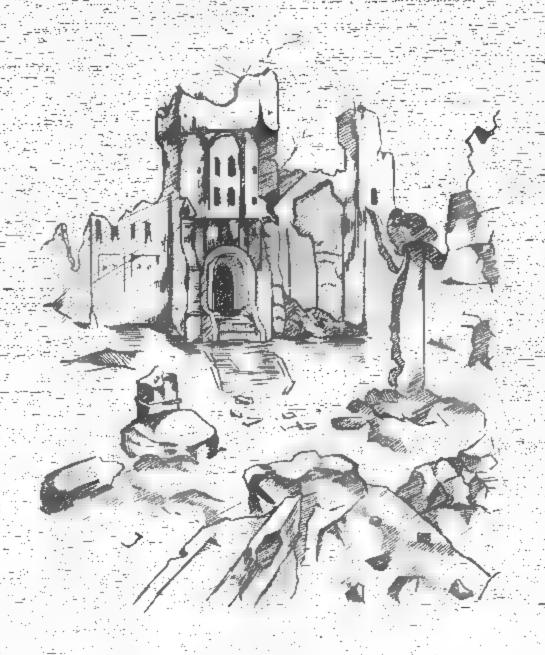




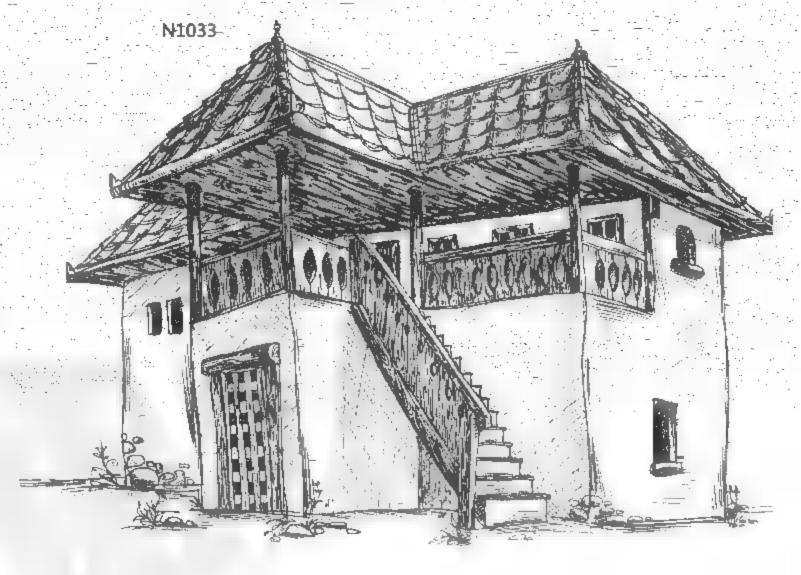
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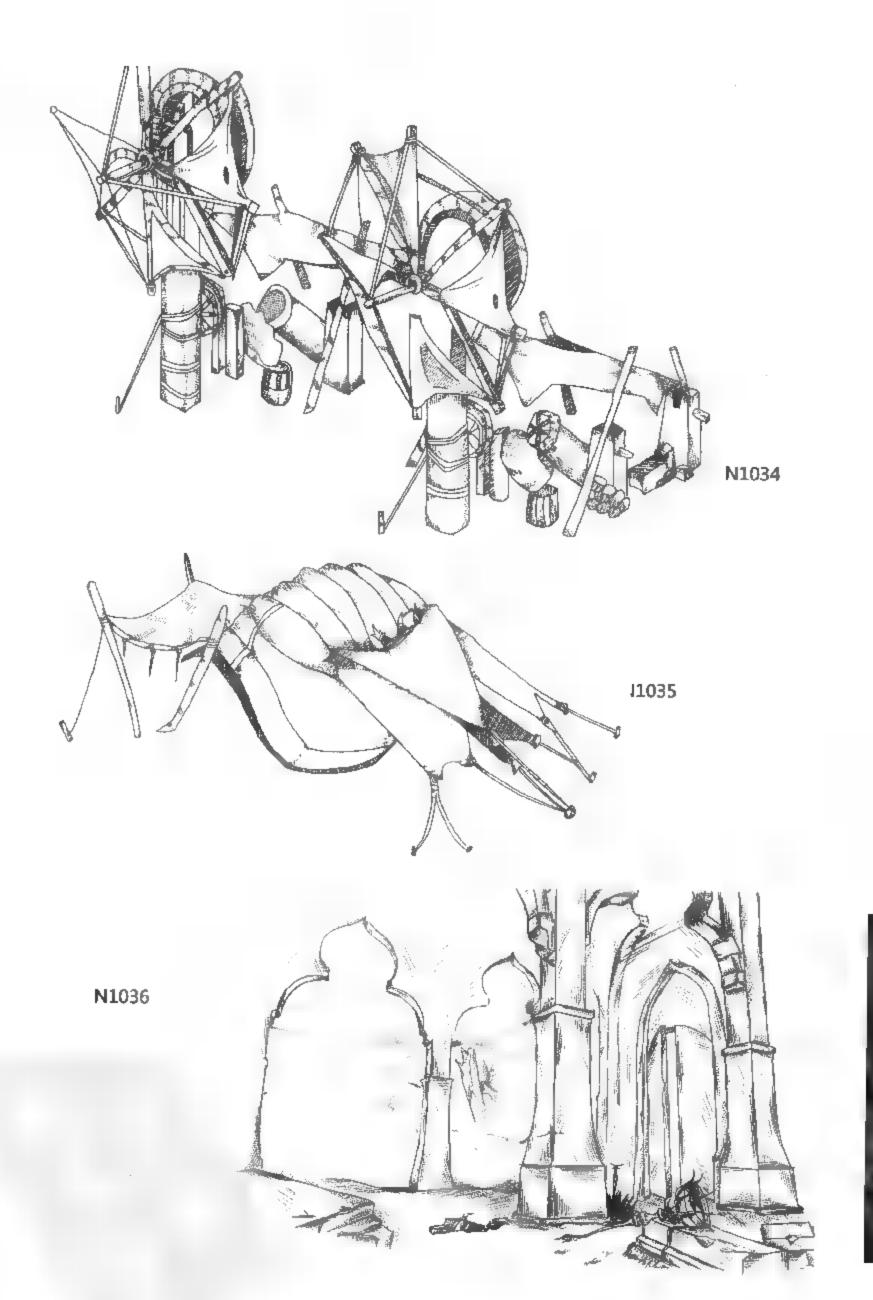
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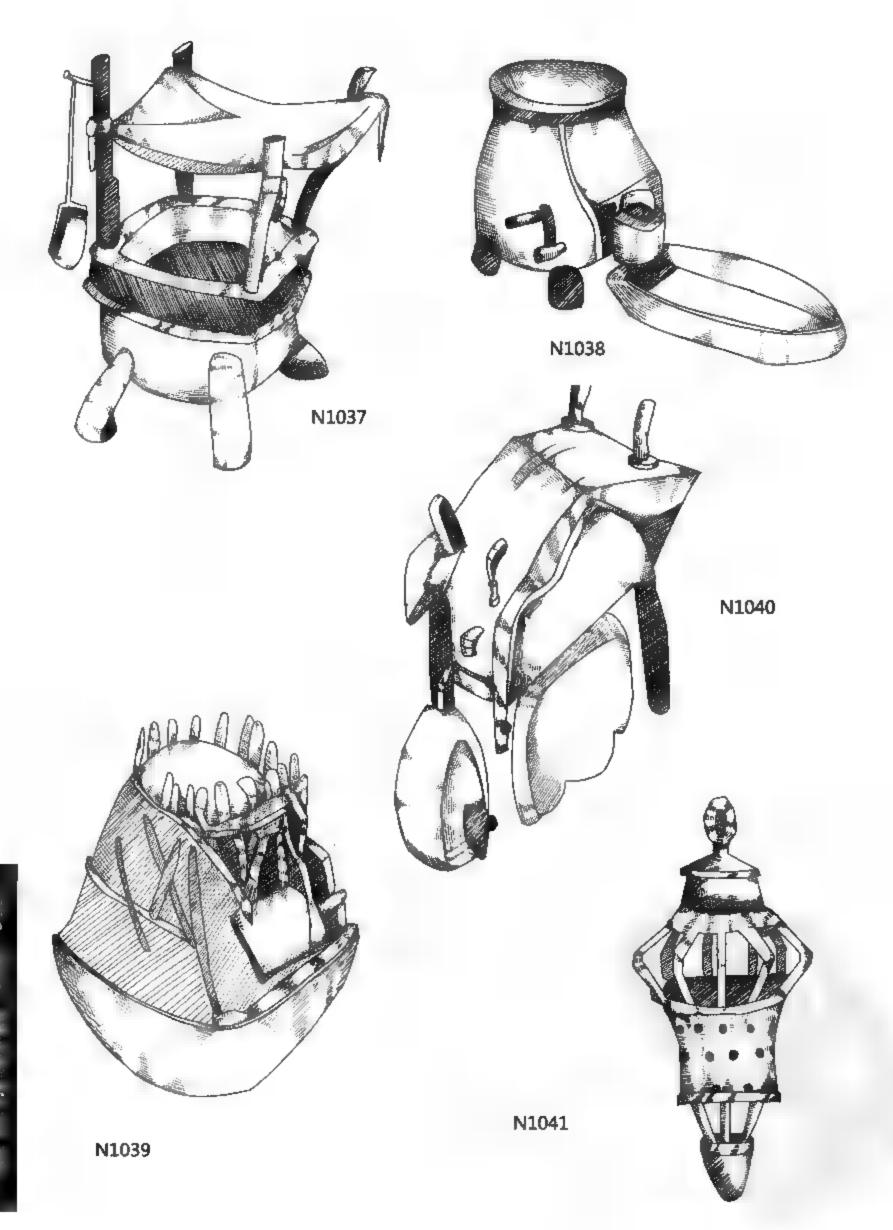




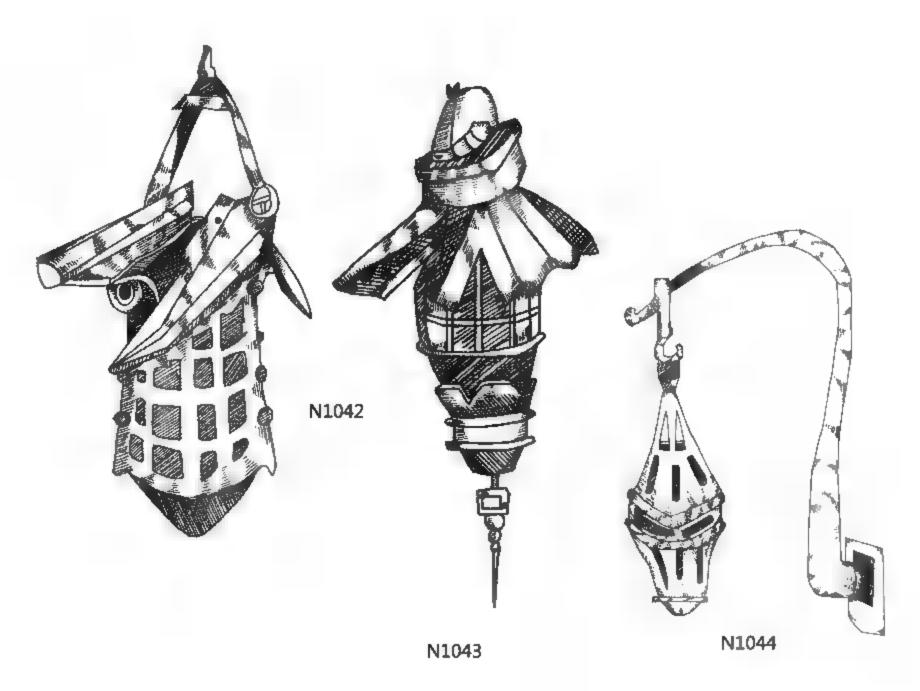
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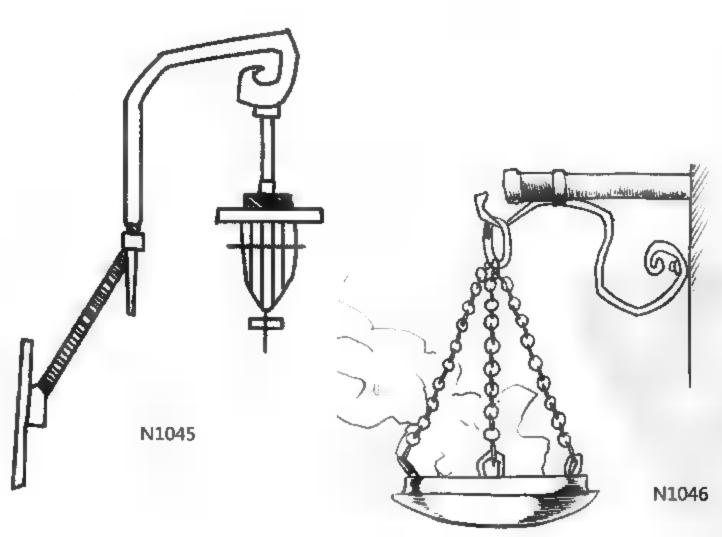


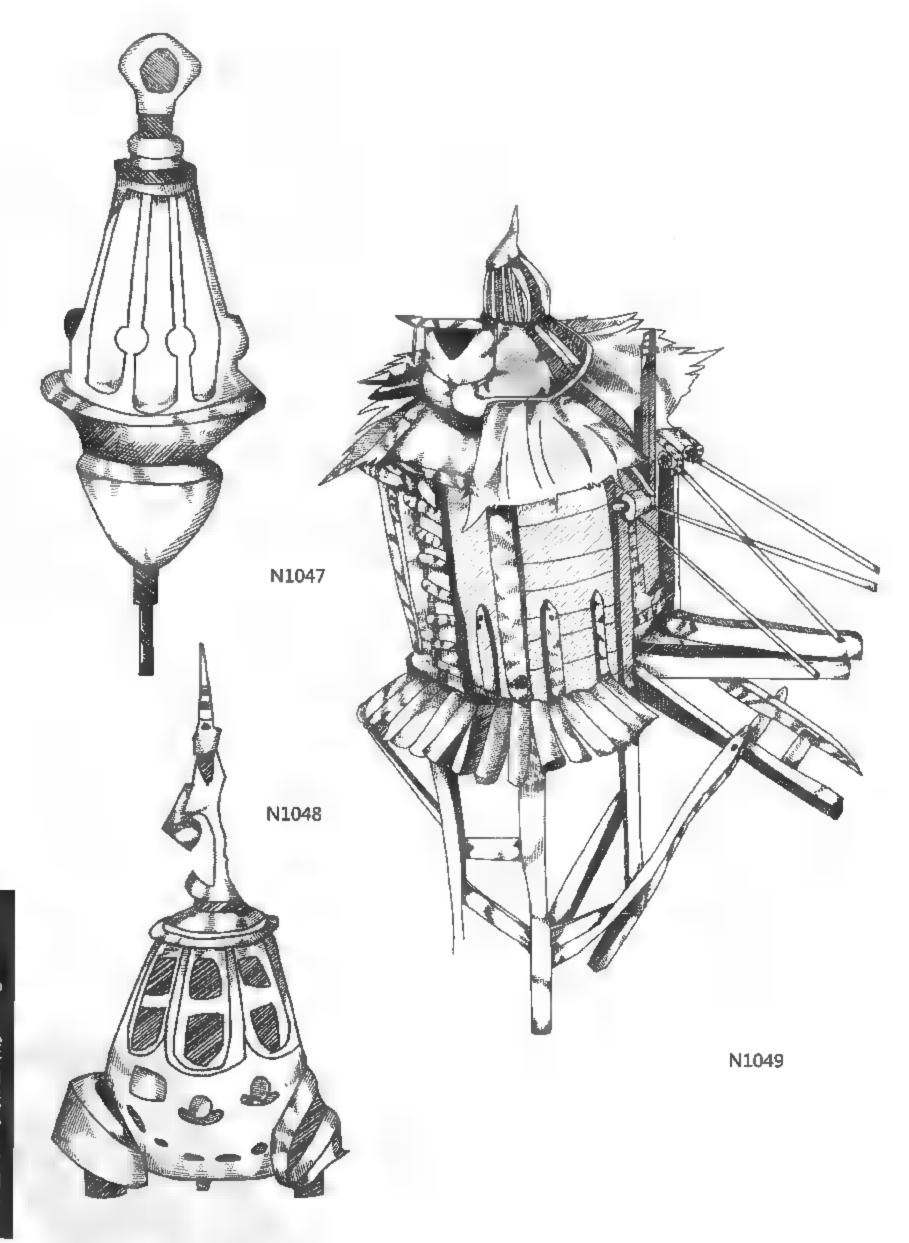






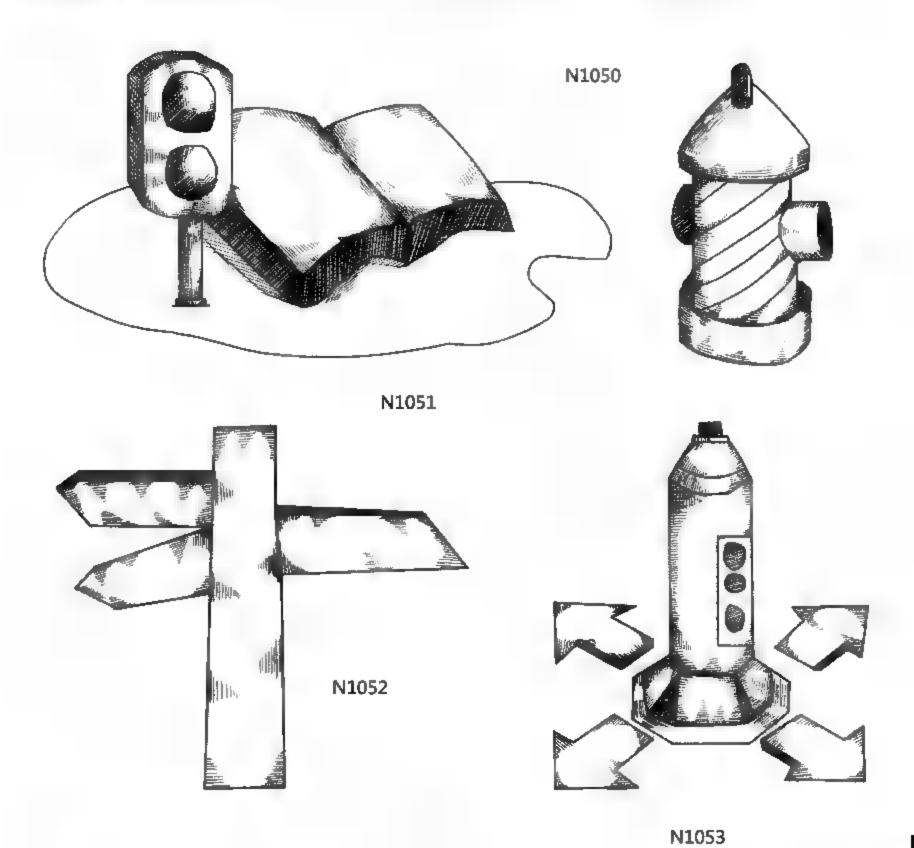




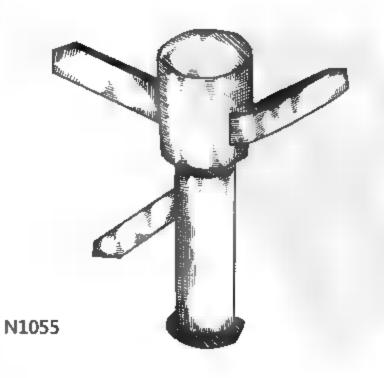


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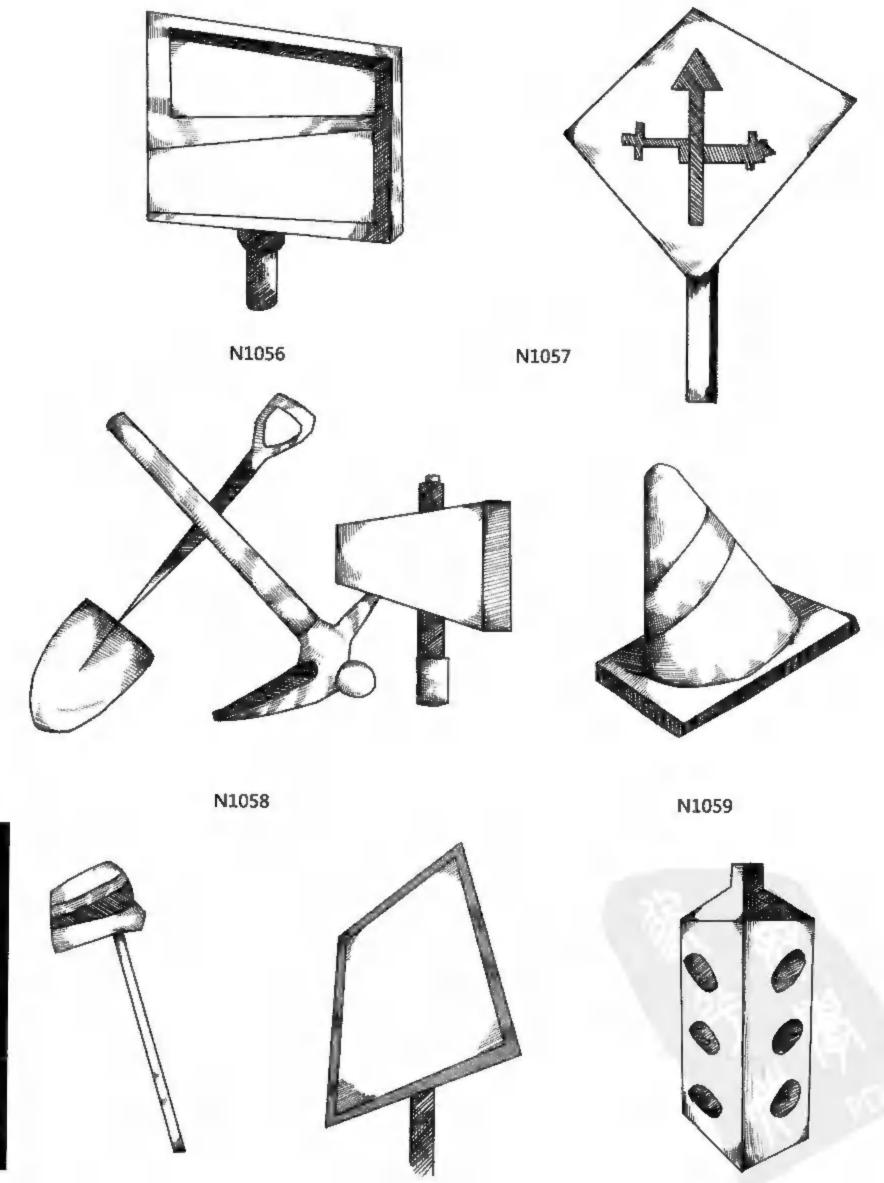
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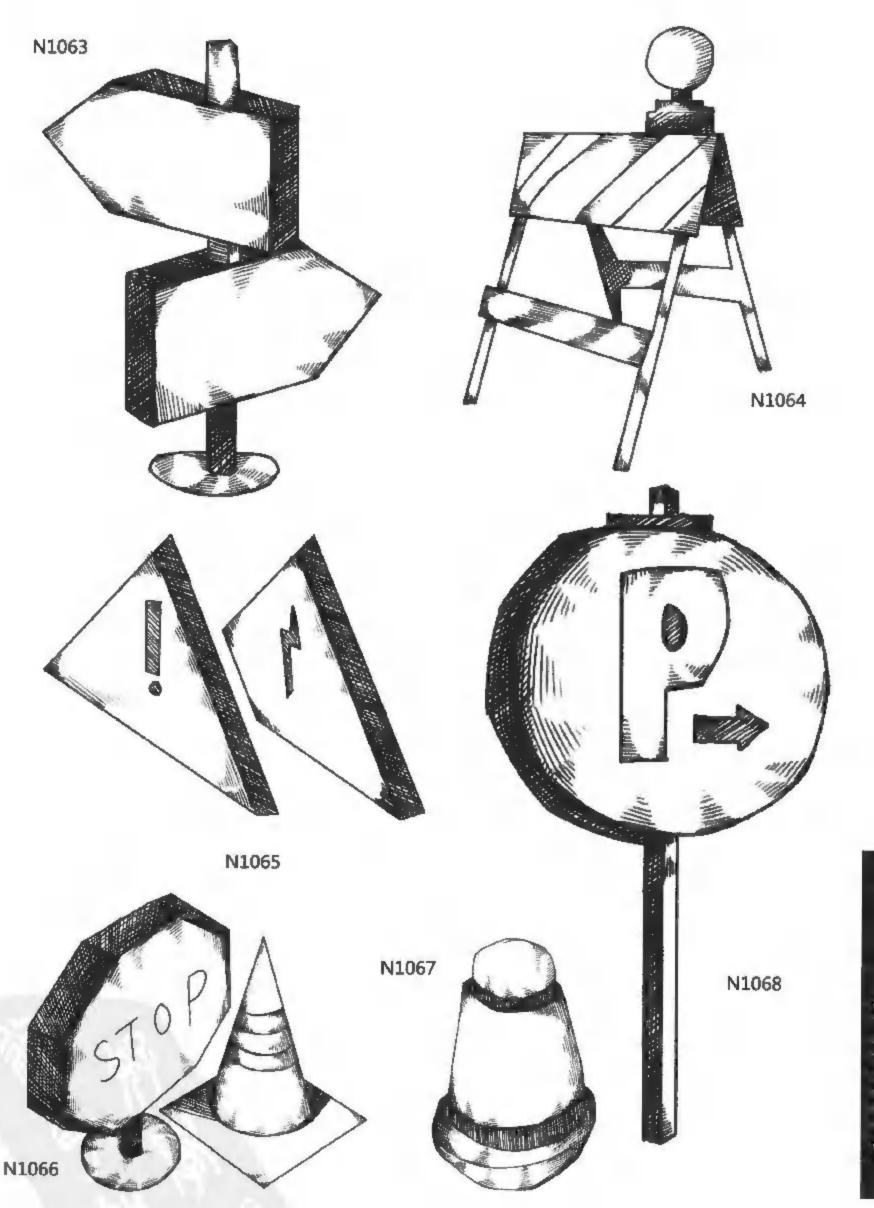


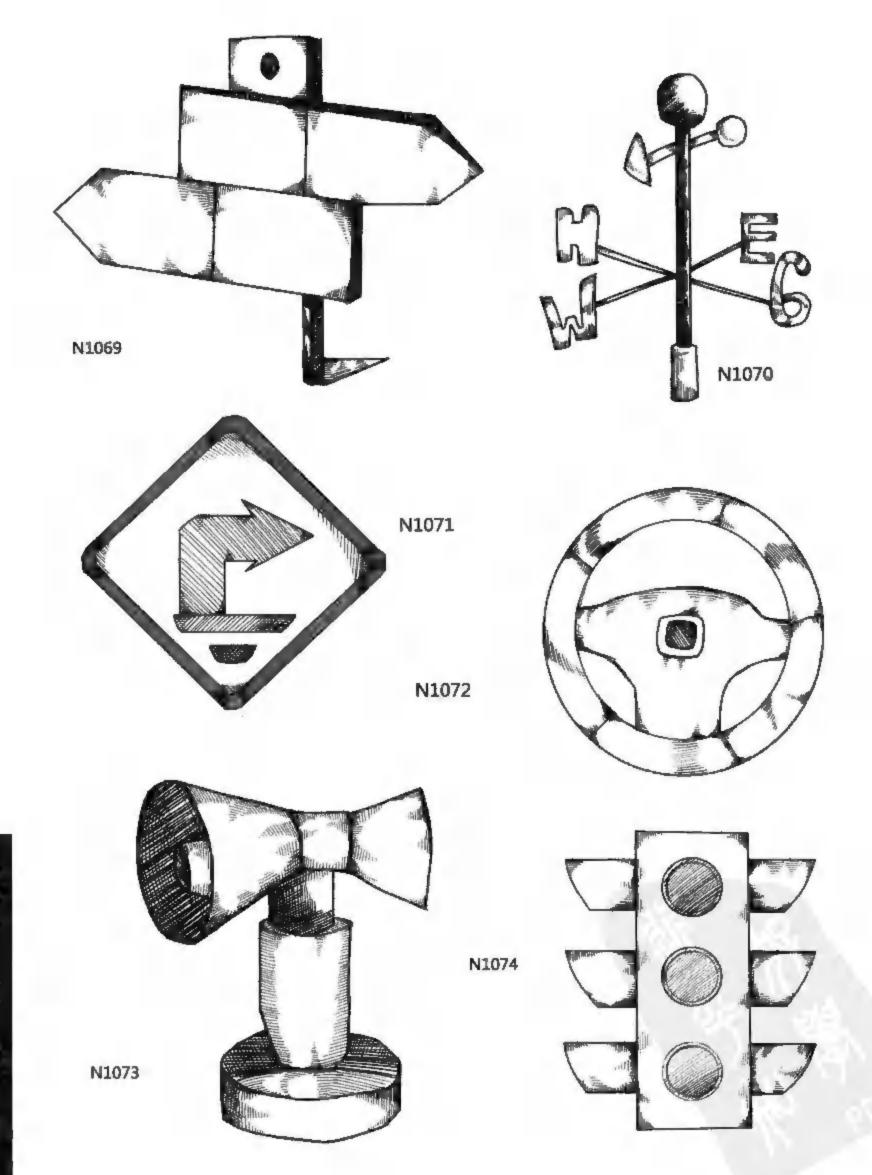
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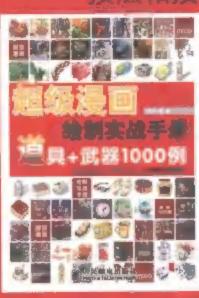




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